

Pelco Object Model

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Namespace Index

Namespace List

Here is a list of all namespaces with brief descriptions:

PelcoSDK	6
XSDK	13

Hierarchical Index

Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

PelcoSDK::Channel.....	17
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PelcoSDK::Camera	14
PelcoSDK::NetworkDisplay	44
PelcoSDK::Display.....	29
PelcoSDK::Event.....	31
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PelcoSDK::StateChangedEvent	64
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PelcoSDK::PTimeSpan	63
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PelcoSDK::StreamConfiguration	70
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Class Index

Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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PelcoSDK::Channel	17
PelcoSDK::ChannelCollection	19
PelcoSDK::Device	22
PelcoSDK::DeviceCollection	26
PelcoSDK::Display	29
PelcoSDK::Event	31
PelcoSDK::EventListener	34
PelcoSDK::Events	37
PelcoSDK::Exception	38
PelcoSDK::GlobalEventListener	40
PelcoSDK::IEnumerator< T >	42
PelcoSDK::NetworkDisplay	44
PelcoSDK::OnlineEvent	47
PelcoSDK::PList< T >	49
PelcoSDK::Property	51
PelcoSDK::PropertyChangedEvent	53
PelcoSDK::PropertyCollection	55
PelcoSDK::PString	58
PelcoSDK::PTime	60
PelcoSDK::PTimeSpan	63
PelcoSDK::StateChangedEvent	64
PelcoSDK::Stream	66
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PelcoSDK::System	72
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File Index

File List

Here is a list of all files with brief descriptions:

Camera.h	82
Channel.h	83
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Constants.h	85
Device.h	86
DeviceCollection.h	87
DeviceTypeGeneric.h	88
Display.h	89
ErrorCode.h	90
Event.h	91
Events.h	92
Exception.h	93
IEnumerator.h	94
NetworkDisplay.h	95
PelcoSDK.h	96
PList.h	97
Property.h	98
PropertyCollection.h	99
PString.h	100
PTime.h	101
PTimeSpan.h	102
SDKSharedLib.h	103
Stream.h	104
StreamConfiguration.h	105
StreamTypes.h	106
System.h	107
SystemCollection.h	108

Namespace Documentation

PelcoSDK Namespace Reference

Classes

- class **Camera**
- class **Channel**
- class **ChannelCollection**
- class **Device**
- class **DeviceCollection**
- class **Display**
- class **Event**
- class **OnlineEvent**
- class **PropertyChangedEvent**
- class **StateChangedEvent**
- class **EventListener**
- class **GlobalEventListener**
- class **SystemEventListener**
- class **Events**
- class **Exception**
- class **IEnumerator**
- class **NetworkDisplay**
- class **PList**
- class **Property**
- class **PropertyCollection**
- class **PString**
- class **PTime**
- class **PTimeSpan**
- class **Stream**
- class **StreamConfiguration**
- class **System**
- class **SystemCollection**

Typedefs

- typedef float **STREAM_SPEED**

Enumerations

- enum **DEVICE_TYPE_GENERIC** { **UNKNOWN** = 0, **CAMERA** = 1, **ENCODER** = 2, **DECODER** = 3, **RECORDER** = 4, **MONITOR** = 5, **NETWORK_DISPLAY** = MONITOR, **CONTROLLER** = 6, **ALARM_INPUT** = 7, **ALARM_INPUT_COLLECTION** = 8, **RELAY_OUTPUT** = 9, **RELAY_OUTPUT_COLLECTION** = 10 }
- enum **ErrorCode** { **Unknown** = -1, **NoError** = 0, **InvalidIndex**, **ItemNotFound**, **NullPointer**, **InternalError**, **InvalidArgument**, **InvalidCredentials**, **NoDataAvailable**, **DatabaseError**, **SystemError**, **FailedToLocatePath**, **EmptyOrNullObject**, **OverflowError**, **IEnumeratorError**, **UnknownDevice**, **UnknownSystem**, **UnknownProvider**, **SystemAlreadyExists**, **NotImplemented**, **FileIO**, **InvalidSystem**, **DatabaseDuplicate**, **NotAuthenticated**, **MissingCredentials**, **AliasAlreadyExists**, **SystemHasDifferentAlias**, **SystemProviderEmpty**, **DuplicateUUID**, **CredentialsNeededForAutodiscover**, **LoginFailed**, **InvalidDateTime**, **InvalidYear**, **InvalidMonth**, **InvalidDay**, **InvalidTime**, **MediaFrameworkPluginsMissing**, **InvalidDeviceType**, **FileNotWritable**, **StartStreamFailed**, **PlayStreamFailed**, **PauseStreamFailed**, **StopStreamFailed**, **SeekStreamFailed**, **NoRecordingFound**,

MediaNotRunning, SnapShotFailed, SetVolumeFailed, FrameForwardFailed, FrameReverseFailed, InvalidStreamStatus, InvalidCommand, RecorderDeviceNotFound, SystemUuidNotFound, SystemExistsDifferentUuid, DeviceAlreadyExists, DeviceNotFound, DeviceUnrecognized, AliasRequired, UnsupportedFeature, SystemDoesNotSupportDeviceAdd, SystemDoesNotSupportDeviceRemove, MissingIpAddressForPort, COMError, MissingIpAddress, NoProvider, ConnectFailed, SystemWasRemoved, UnsupportedStreamFormat, ConnectToSystemFailed, CannotAutoDiscover, GlobalEventListenerMisuse, InvalidEventSubscription, InitializePelcoAggregationFailed, PingFailed, InvalidDevice, InvalidFrameRate, InvalidPort, FailedToSetCameraNumber, SDKStartupFailed, SDKIsDown }

- enum DISPLAY_LAYOUT { kDISPLAY_LAYOUT_UNKNOWN = -1, kDISPLAY_LAYOUT_1x1 = 1, kDISPLAY_LAYOUT_2x2 = 2, kDISPLAY_LAYOUT_3x3 = 3, kDISPLAY_LAYOUT_4x4 = 4 }
- enum STREAM_MODE { kSTREAM_MODE_UNKNOWN = 0, kSTREAM_MODE_LIVE = 1, kSTREAM_MODE_PLAYBACK_SEEK = 2, kSTREAM_MODE_PLAYBACK = 3 }
- enum STREAM_STATE { kSTREAM_STATE_STOPPED = 0, kSTREAM_STATE_PLAY_FORWARD = 1, kSTREAM_STATE_PLAY_REVERSE = 2, kSTREAM_STATE_PAUSED = 3 }
- enum STREAM_PROTOCOL { kSTREAM_PROTOCOL_AUTO = 0, kSTREAM_PROTOCOL_RTP = 1, kSTREAM_PROTOCOL_RTSP = 2, kSTREAM_PROTOCOL_HTTP = 3 }
- enum STREAM_DELIVERY_MODE { kDELIVER_AUTO = 0, kDELIVER_UNICAST = 1, kDELIVER_MULTICAST = 2 }
- enum STREAM_VIDEO_FORMAT { kSTREAM_FORMAT_AUTO = 0, kSTREAM_FORMAT_MJPEG = 1, kSTREAM_FORMAT_MPEG4_H264 = 2 }

Functions

- **PSDK_API** void Startup ()
- **PSDK_API** void Shutdown ()
- const float **kFWD_QUARTER** (0.25f)
- const float **kFWD_HALF** (0.50f)
- const float **kFWD_1X** (1.0f)
- const float **kFWD_2X** (2.0f)
- const float **kFWD_4X** (4.0f)
- const float **kFWD_8X** (8.0f)
- const float **kFWD_16X** (16.0f)
- const float **kFWD_60X** (60.0f)
- const float **kFWD_120X** (120.0f)
- const float **kFWD_300X** (300.0f)
- const float **kREV_QUARTER** (-0.25f)
- const float **kREV_HALF** (-0.50f)
- const float **kREV_1X** (-1.0f)
- const float **kREV_2X** (-2.0f)
- const float **kREV_4X** (-4.0f)
- const float **kREV_8X** (-8.0f)
- const float **kREV_16X** (-16.0f)
- const float **kREV_60X** (-60.0f)
- const float **kREV_120X** (-120.0f)
- const float **kREV_300X** (-300.0f)
- const float **kDEFAULT_FRAME_RATE** (1.0f)
- const float **kMAX_FRAME_RATE** (30.0f)

Typedef Documentation

typedef float PelcoSDK::STREAM_SPEED

Enumeration Type Documentation

enum PelcoSDK::DEVICE_TYPE_GENERIC

Enumerator

UNKNOWN
CAMERA
ENCODER
DECODER
RECORDER
MONITOR
NETWORK_DISPLAY
CONTROLLER
ALARM_INPUT
ALARM_INPUT_COLLECTION
RELAY_OUTPUT
RELAY_OUTPUT_COLLECTION

enum PelcoSDK::DISPLAY_LAYOUT

Enumerator

kDISPLAY_LAYOUT_UNKNOWN
kDISPLAY_LAYOUT_1x1
kDISPLAY_LAYOUT_2x2
kDISPLAY_LAYOUT_3x3
kDISPLAY_LAYOUT_4x4

enum PelcoSDK::ErrorCode

Enumerator

Unknown
NoError
InvalidIndex
ItemNotFound
NullPointer
InternalError
InvalidArgument
InvalidCredentials
NoDataAvailable
DatabaseError
SystemError
FailedToLocatePath
EmptyOrNullObject
OverflowError
IEnumeratorError
UnknownDevice

UnknownSystem
UnknownProvider
SystemAlreadyExists
NotImplemented
FileIO
InvalidSystem
DatabaseDuplicate
NotAuthenticated
MissingCredentials
AliasAlreadyExists
SystemHasDifferentAlias
SystemProviderEmpty
DuplicateUUID
CredentialsNeededForAutodiscover
LoginFailed
InvalidDateTime
InvalidYear
InvalidMonth
InvalidDay
InvalidTime
MediaFrameworkPluginsMissing
InvalidDeviceType
FileNotWritable
StartStreamFailed
PlayStreamFailed
PauseStreamFailed
StopStreamFailed
SeekStreamFailed
NoRecordingFound
MediaNotRunning
SnapShotFailed
SetVolumeFailed
FrameForwardFailed
FrameReverseFailed
InvalidStreamStatus
InvalidCommand
RecorderDeviceNotFound
SystemUuidNotFound
SystemExistsDifferentUuid
DeviceAlreadyExists
DeviceNotFound
DeviceUnrecognized
AliasRequired
UnsupportedFeature
SystemDoesNotSupportDeviceAdd
SystemDoesNotSupportDeviceRemove
MissingIpAddressForPort
COMError
MissingIpAddress
NoProvider
ConnectFailed
SystemWasRemoved
UnsupportedStreamFormat
ConnectToSystemFailed
CannotAutoDiscover
GlobalEventListenerMisuse

InvalidEventSubscription
InitializePelcoAggregationFailed
PingFailed
InvalidDevice
InvalidFrameRate
InvalidPort
FailedToSetCameraNumber
SDKStartupFailed
SDKIsDown

enum PelcoSDK::STREAM_DELIVERY_MODE

Enumerator

kDELIVER_AUTO
kDELIVER_UNICAST
kDELIVER_MULTICAST

enum PelcoSDK::STREAM_MODE

Enumerator

kSTREAM_MODE_UNKNOWN
kSTREAM_MODE_LIVE
kSTREAM_MODE_PLAYBACK_SEEK
kSTREAM_MODE_PLAYBACK

enum PelcoSDK::STREAM_PROTOCOL

Enumerator

kSTREAM_PROTOCOL_AUTO
kSTREAM_PROTOCOL_RTP
kSTREAM_PROTOCOL_RTSP
kSTREAM_PROTOCOL_HTTP

enum PelcoSDK::STREAM_STATE

Enumerator

kSTREAM_STATE_STOPPED
kSTREAM_STATE_PLAY_FORWARD
kSTREAM_STATE_PLAY_REVERSE
kSTREAM_STATE_PAUSED

enum PelcoSDK::STREAM_VIDEO_FORMAT

Enumerator

kSTREAM_FORMAT_AUTO
kSTREAM_FORMAT_MJPEG
kSTREAM_FORMAT_MPEG4_H264

Function Documentation

const float PelcoSDK::kDEFAULT_FRAME_RATE (1. 0f)

const float PelcoSDK::kFWD_120X (120. 0f)

const float PelcoSDK::kFWD_16X (16. 0f)

const float PelcoSDK::kFWD_1X (1. 0f)

const float PelcoSDK::kFWD_2X (2. 0f)

const float PelcoSDK::kFWD_300X (300. 0f)

const float PelcoSDK::kFWD_4X (4. 0f)

const float PelcoSDK::kFWD_60X (60. 0f)

const float PelcoSDK::kFWD_8X (8. 0f)

const float PelcoSDK::kFWD_HALF (0. 50f)

const float PelcoSDK::kFWD_QUARTER (0. 25f)

const float PelcoSDK::kMAX_FRAME_RATE (30. 0f)

const float PelcoSDK::kREV_120X (-120. 0f)

const float PelcoSDK::kREV_16X (-16. 0f)

const float PelcoSDK::kREV_1X (-1. 0f)

const float PelcoSDK::kREV_2X (-2. 0f)

const float PelcoSDK::kREV_300X (-300. 0f)

const float PelcoSDK::kREV_4X (-4. 0f)

const float PelcoSDK::kREV_60X (-60. 0f)

const float PelcoSDK::kREV_8X (-8. 0f)

const float PelcoSDK::kREV_HALF (-0. 50f)

const float PelcoSDK::kREV_QUARTER (-0. 25f)

PSDK_API void PelcoSDK::Shutdown ()

Performs SDK shutdown. The SDK cannot be used after calling shutdown.

This call is needed for a clean shutdown of the SDK. COM CoUninitialize must be called AFTER calling this. Shutdown is never called automatically. It must be called by the SDK user

PSDK_API void PelcoSDK::Startup ()

Performs SDK startup and initialization. Must be called before.

any other access to the SDK is attempted. COM CoInitializeEx must be called BEFORE calling this. The use of this method is optional, but recommended for clarity. If not explicitly called, it will be called by the SDK at the first attempt to use SDK objects.

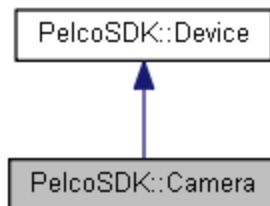
XSDK Namespace Reference

Class Documentation

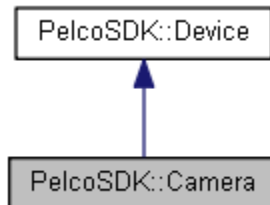
PelcoSDK::Camera Class Reference

```
#include <Camera.h>
```

Inheritance diagram for PelcoSDK::Camera:



Collaboration diagram for PelcoSDK::Camera:



Public Member Functions

- **PSDK_API Camera** (const **PelcoSDK::Camera** &)
- **PSDK_API Camera** (const **Device** &other)
- **PSDK_API Camera** (PelcoSDK::CameraPrivate *const)
- virtual **PSDK_API ~Camera** ()
- **PSDK_API Stream CreateStream** ()
- **PSDK_API unsigned int GetCameraNumber** () const
- **PSDK_API unsigned int GetChannelNumber** () const
- **PSDK_API void SetCameraNumber** (unsigned int) const
- **PSDK_API Camera & operator=** (const **Camera** &other)
- **PSDK_API Camera & operator=** (const **Device** &other)

Additional Inherited Members

Detailed Description

This is a class that represents an individual camera device.

Constructor & Destructor Documentation

PSDK_API PelcoSDK::Camera::Camera (const **PelcoSDK::Camera** &)

Copy constructor.

PSDK_API PelcoSDK::Camera::Camera (const Device & other)

Constructor that takes **Device** object as parameter.

PSDK_API PelcoSDK::Camera::Camera (PelcoSDK::CameraPrivate * const)

Constructor that takes CameraPrivate as parameter.

virtual PSDK_API PelcoSDK::Camera::~Camera () [virtual]

Virtual Destructor.

Member Function Documentation

PSDK_API Stream PelcoSDK::Camera::CreateStream ()

Get stream object for this camera.

Returns:

Stream object

PSDK_API unsigned int PelcoSDK::Camera::GetCameraNumber () const

Returns:

unsigned int - The camera's user number

PSDK_API unsigned int PelcoSDK::Camera::GetChannelNumber () const

Returns:

unsigned int - The camera's channel number

PSDK_API Camera& PelcoSDK::Camera::operator= (const Camera & other)

operator = , where other is a **Camera** object

PSDK_API Camera& PelcoSDK::Camera::operator= (const Device & other) [virtual]

operator = , where other is a **Device** object

Reimplemented from **PelcoSDK::Device** (p.24).

PSDK_API void PelcoSDK::Camera::SetCameraNumber (unsigned *int*) const

Set the camera user number. Note that no error will be generated if multiple cameras have the same camera number.

The documentation for this class was generated from the following file:

- **Camera.h**

PelcoSDK::Channel Class Reference

```
#include <Channel.h>
```

Public Member Functions

- **PSDK_API Channel** (PString parentIpAndPort, int channelNumber)
- **PSDK_API Channel** (const Channel &other)
- **PSDK_API Channel** (PelcoSDK::ChannelPrivate *const)
- virtual **PSDK_API ~Channel** ()
- **PSDK_API Channel & operator=** (const Channel &other)
- **PSDK_API void Show** (const PelcoSDK::Camera &)
- **PSDK_API bool GetActive** () const
- **PSDK_API void SetActive** (bool active)

Detailed Description

This is a class that represents a channel on a display

Constructor & Destructor Documentation

PSDK_API PelcoSDK::Channel::Channel (PString *parentIpAndPort*, int *channelNumber*)

Constructor.

Parameters:

<i>parentIpAndPort</i>	ip:port of display that this channel belongs to
<i>channelNumber</i>	channel number on the display, should be between 0 and 15

PSDK_API PelcoSDK::Channel::Channel (const Channel & *other*)

Copy constructor.

PSDK_API PelcoSDK::Channel::Channel (PelcoSDK::ChannelPrivate * *const*)

Constructor that takes ChannelPrivate as parameter.

virtual PSDK_API PelcoSDK::Channel::~~Channel () [virtual]

Virtual Destructor.

Member Function Documentation

PSDK_API bool PelcoSDK::Channel::GetActive () const

GetActive tells whether this channel is the active channel on the monitor or not.

Returns:

bool state of this channel

PSDK_API Channel& PelcoSDK::Channel::operator= (const Channel & *other*)

PSDK_API void PelcoSDK::Channel::SetActive (bool *active*)

SetActive sets the channel as active or inactive.

Parameters:

<i>active</i>	bool
---------------	------

PSDK_API void PelcoSDK::Channel::Show (const PelcoSDK::Camera &)

Displays the camera on this channel.

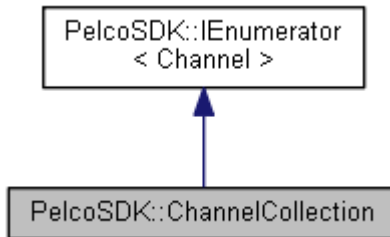
The documentation for this class was generated from the following file:

- Channel.h

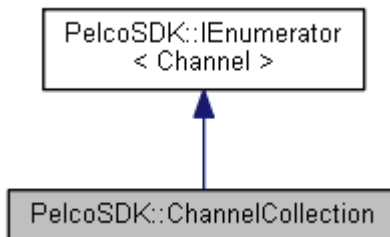
PelcoSDK::ChannelCollection Class Reference

```
#include <ChannelCollection.h>
```

Inheritance diagram for PelcoSDK::ChannelCollection:



Collaboration diagram for PelcoSDK::ChannelCollection:



Public Member Functions

- **PSDK_API ChannelCollection ()**
- **PSDK_API ChannelCollection (const PelcoSDK::ChannelCollection &ChannelCollection)**
- **PSDK_API ChannelCollection (PelcoSDK::ChannelCollectionPrivate *pChannelCollectionPrivate)**
- **virtual PSDK_API ~ChannelCollection ()**
- **virtual PSDK_API unsigned int GetCount ()**
- **virtual PSDK_API PelcoSDK::Channel GetItem (unsigned int index)**
- **PSDK_API Channel Current () const**
- **PSDK_API void Reset ()**
- **PSDK_API bool MoveNext ()**
- **PSDK_API ChannelCollection & operator= (const ChannelCollection &other)**

Detailed Description

A Collection of Channels

See Also:

[Channel.h](#)
[IEnumerator.h](#)

Constructor & Destructor Documentation

PSDK_API PelcoSDK::ChannelCollection::ChannelCollection ()

Default constructor.

PSDK_API PelcoSDK::ChannelCollection::ChannelCollection (const PelcoSDK::ChannelCollection & ChannelCollection)

Construct with another **ChannelCollection** Object.

PSDK_API PelcoSDK::ChannelCollection::ChannelCollection (PelcoSDK::ChannelCollectionPrivate * pChannelCollectionPrivate)

Construct from a ChannelCollectionPrivate.

virtual PSDK_API PelcoSDK::ChannelCollection::~ChannelCollection () [virtual]

Virtual Destructor.

Member Function Documentation

PSDK_API Channel PelcoSDK::ChannelCollection::Current () const [virtual]

Get the current **Channel** pointed to by the enumerator Throws an exception if the last call to MoveNext returned false, which indicates the end of the collection.

Returns:

Channel Object

Implements **PelcoSDK::IEnumerator< Channel >** (p.42).

virtual PSDK_API unsigned int PelcoSDK::ChannelCollection::GetCount () [virtual]

GetCount returns the number of items in the collection.

Returns:

unsigned int

virtual PSDK_API PelcoSDK::Channel PelcoSDK::ChannelCollection::GetItem (unsigned int index) [virtual]

GetItem returns a **Channel** by index.

Parameters:

<i>index</i>	unsigned int is the index of the item in the collection
--------------	---

Returns:

Channel Object

PSDK_API bool PelcoSDK::ChannelCollection::MoveNext () [virtual]

Advances the enumerator to the next element of the collection.

Returns:

true if the enumerator was successfully advanced to the next element.

Implements **PelcoSDK::IEnumerator< Channel >** (p.42).

PSDK_API ChannelCollection& PelcoSDK::ChannelCollection::operator= (const ChannelCollection & other)

Copies a **ChannelCollection** to this **ChannelCollection**.

Returns:

ChannelCollection&

PSDK_API void PelcoSDK::ChannelCollection::Reset () [virtual]

Sets the enumerator to its initial position, which is before the first element in the collection.

Implements **PelcoSDK::IEnumerator< Channel >** (p.42).

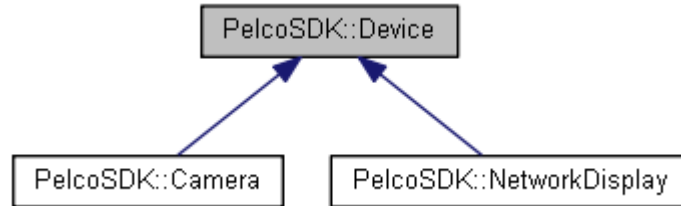
The documentation for this class was generated from the following file:

- **ChannelCollection.h**

PelcoSDK::Device Class Reference

```
#include <Device.h>
```

Inheritance diagram for PelcoSDK::Device:



Public Member Functions

- **PSDK_API Device** (const Device &)
- **PSDK_API Device** (PelcoSDK::DevicePrivate *const)
- virtual **PSDK_API ~Device** ()
- virtual **PSDK_API PString GetFriendlyName** () const
- virtual **PSDK_API PString GetUDN** () const
- virtual **PSDK_API PString GetIp** () const
- virtual **PSDK_API int GetPort** () const
- virtual **PSDK_API PString GetIpAndPort** () const
- virtual **PSDK_API PString GetModelName** () const
- virtual **PSDK_API PString GetModelNumber** () const
- virtual **PSDK_API**
- **PelcoSDK::DEVICE_TYPE_GENERIC GetDeviceType** () const
- virtual **PSDK_API PString GetManufacturer** () const
- virtual **PSDK_API PString GetVersion** () const
- virtual **PSDK_API Device & operator=** (const Device &other)
- virtual **PSDK_API bool IsOnline** () const
- virtual **PSDK_API**
- **PelcoSDK::PropertyCollection GetPropertyCollection** ()
- **PSDK_API unsigned long GetSystemId** () const

Protected Attributes

- DevicePrivate *_impl

Detailed Description

This is a class that exposes basic properties for every device.

Constructor & Destructor Documentation

PSDK_API PelcoSDK::Device::Device (const Device &)

Copy constructor.

PSDK_API PelcoSDK::Device::Device (PelcoSDK::DevicePrivate * const)

Constructor that takes DevicePrivate as parameter.

virtual PSDK_API PelcoSDK::Device::~~Device () [virtual]

Virtual Destructor.

Member Function Documentation

virtual PSDK_API PelcoSDK::DEVICE_TYPE_GENERIC PelcoSDK::Device::GetDeviceType () const [virtual]

Returns:

Returns the DEVICE_TYPE of the device

virtual PSDK_API PString PelcoSDK::Device::GetFriendlyName () const [virtual]

Returns:

Returns the friendly name of the device

virtual PSDK_API PString PelcoSDK::Device::GetIp () const [virtual]

Returns:

Returns the ipaddress of the device

virtual PSDK_API PString PelcoSDK::Device::GetIpAndPort () const [virtual]

Returns:

Returns the ipaddress:port of the device

virtual PSDK_API PString PelcoSDK::Device::GetManufacturer () const [virtual]

Returns:

Returns the manufacturer of the device

virtual PSDK_API PString PelcoSDK::Device::GetModelName () const [virtual]

Returns:

Returns the model name of the device

virtual PSDK_API PString PelcoSDK::Device::GetModelNumber () const [virtual]

Returns:

Returns the model number of the device

virtual PSDK_API int PelcoSDK::Device::GetPort () const [virtual]

Returns:

Returns the port of the device

virtual PSDK_API PelcoSDK::PropertyCollection PelcoSDK::Device::GetPropertyCollection () [virtual]

Returns:

Returns the **PropertyCollection**

PSDK_API unsigned long PelcoSDK::Device::GetSystemId () const

GetSystemId.

Returns:

Returns the id of the devices parent system object

virtual PSDK_API PString PelcoSDK::Device::GetUDN () const [virtual]

Returns:

Returns the UDN of the device

virtual PSDK_API PString PelcoSDK::Device::GetVersion () const [virtual]

Returns:

Returns the version of the device as a string

virtual PSDK_API bool PelcoSDK::Device::IsOnline () const [virtual]

Returns:

Returns the online state of the device

virtual PSDK_API Device& PelcoSDK::Device::operator= (const Device & other) [virtual]

Copy other to this.

Reimplemented in **PelcoSDK::Camera** (p.15), and **PelcoSDK::NetworkDisplay** (p.45).

Member Data Documentation

DevicePrivate* PelcoSDK::Device::_impl [protected]

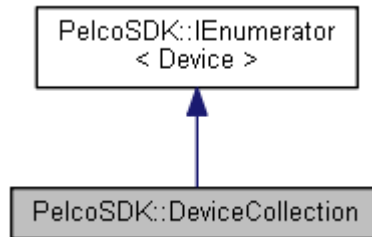
The documentation for this class was generated from the following file:

- Device.h

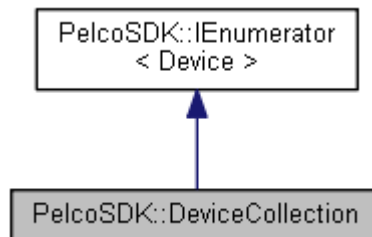
PelcoSDK::DeviceCollection Class Reference

```
#include <DeviceCollection.h>
```

Inheritance diagram for PelcoSDK::DeviceCollection:



Collaboration diagram for PelcoSDK::DeviceCollection:



Public Member Functions

- `PSDK_API DeviceCollection ()`
- `PSDK_API DeviceCollection (PelcoSDK::DeviceCollection &other)`
- `PSDK_API DeviceCollection (PelcoSDK::DeviceCollectionPrivate *pDeviceCollectionPrivate)`
- `virtual PSDK_API ~DeviceCollection ()`
- `PSDK_API unsigned int GetCount ()`
- `PSDK_API Device GetItem (unsigned int index)`
- `PSDK_API Device GetItemByKey (const PelcoSDK::PString &key)`
- `PSDK_API Device Current () const`
- `PSDK_API void Reset ()`
- `PSDK_API bool MoveNext ()`
- `PSDK_API DeviceCollection & operator= (const DeviceCollection &other)`
- `PSDK_API DeviceCollection Add (const PelcoSDK::PString &scheme)`
- `PSDK_API void Remove (const PelcoSDK::Device &device)`

Constructor & Destructor Documentation

PSDK_API PelcoSDK::DeviceCollection::DeviceCollection ()

Default constructor.

PSDK_API PelcoSDK::DeviceCollection::DeviceCollection (PelcoSDK::DeviceCollection & other)

Copy constructor.

**PSDK_API PelcoSDK::DeviceCollection::DeviceCollection (PelcoSDK::DeviceCollectionPrivate *
pDeviceCollectionPrivate)**

Construct from a DeviceCollectionPrivate.

virtual PSDK_API PelcoSDK::DeviceCollection::~~DeviceCollection () [virtual]

Virtual Destructor.

Member Function Documentation

**PSDK_API DeviceCollection PelcoSDK::DeviceCollection::Add (const PelcoSDK::PString &
scheme)**

Adds a new device(s) to the **DeviceCollection**.

Parameters:

<i>scheme</i>	String that describes the system provider. It can contain url info, authentication info, alias etc. E.g. [user:pass@]provider://[ipaddress:port][?alias=MySystem] parts within [] are optional. Provider are defined in Constants.h . The only Provider supported at present is pelcoedgedevices://
---------------	--

Returns:

DeviceCollection of added Devices.

PSDK_API Device PelcoSDK::DeviceCollection::Current () const [virtual]

Get the current device pointed to by the enumerator.

Returns:

Device Object

Implements **PelcoSDK::IEnumerator< Device >** (*p.42*).

PSDK_API unsigned int PelcoSDK::DeviceCollection::GetCount ()

Get the number of **Device** Objects in the collection.

Returns:

unsigned int - number of objects

PSDK_API Device PelcoSDK::DeviceCollection::GetItem (unsigned int *index*)

Get a **Device** item by its index in the collection.

Returns:
Device Object

PSDK_API Device PelcoSDK::DeviceCollection::GetItemByKey (const PelcoSDK::PString & key)

Get a **Device** by its key (UUID)

Returns:
Device Object

PSDK_API bool PelcoSDK::DeviceCollection::MoveNext () [virtual]

Advances the enumerator to the next element of the collection.

Returns:
true if the enumerator was successfully advanced to the next element.
Implements **PelcoSDK::IEnumerator< Device >** (p.42).

PSDK_API DeviceCollection& PelcoSDK::DeviceCollection::operator= (const DeviceCollection & other)

Copies a **DeviceCollection** to this **DeviceCollection**.

Returns:
DeviceCollection&

PSDK_API void PelcoSDK::DeviceCollection::Remove (const PelcoSDK::Device & device)

Removes a device from the **DeviceCollection**.

Parameters:

<i>device</i>	The Device to remove
---------------	-----------------------------

PSDK_API void PelcoSDK::DeviceCollection::Reset () [virtual]

Sets the enumerator to its initial position, which is before the first element in the collection.
Implements **PelcoSDK::IEnumerator< Device >** (p.42).

The documentation for this class was generated from the following file:

- DeviceCollection.h

PelcoSDK::Display Class Reference

```
#include <Display.h>
```

Public Member Functions

- **PSDK_API Display** (const **Display** &)
 - **PSDK_API Display** (HWND *hWnd*)
 - **PSDK_API Display** (PelcoSDK::DisplayPrivate *const *pDisplayPrivate*)
 - virtual **PSDK_API ~Display** ()
 - **PSDK_API Display & operator=** (const **Display** &other)
 - **PSDK_API void Show** (const **Stream** &stream)
 - **PSDK_API void SetDisplayRect** (const RECT &rect)
 - **PSDK_API RECT GetDisplayRect** () const
 - **PSDK_API void SetParentWindow** (HWND *hWnd*)
 - **PSDK_API HWND GetParentWindow** () const
-

Detailed Description

This is a class that defines a display. A display is just a window on a monitor. In order to view a stream, it should be associated with the display after it is created.

Constructor & Destructor Documentation

PSDK_API PelcoSDK::Display::Display (const Display &)

Copy constructor.

PSDK_API PelcoSDK::Display::Display (HWND *hWnd*)

Constructor that takes HWND as parameter.

PSDK_API PelcoSDK::Display::Display (PelcoSDK::DisplayPrivate *const *pDisplayPrivate*)

Constructor that takes DisplayPrivate as parameter.

virtual PSDK_API PelcoSDK::Display::~Display () [virtual]

Virtual Destructor.

Member Function Documentation

PSDK_API RECT PelcoSDK::Display::GetDisplayRect () const

Returns:

Returns the RECT of the display object. If the RECT has not been set, return an empty RECT

PSDK_API HWND PelcoSDK::Display::GetParentWindow () const**Returns:**

Returns the HWND for the display

PSDK_API Display& PelcoSDK::Display::operator= (const Display & other)

operator =

PSDK_API void PelcoSDK::Display::SetDisplayRect (const RECT & rect)

Takes a Windows RECT struct and applies the coordinates to the HWND for the **Display** object. The RECT values will be assumed to be relative to the coordinates of the HWND's client area.

PSDK_API void PelcoSDK::Display::SetParentWindow (HWND hWnd)

Replaces the HWND for the display.

PSDK_API void PelcoSDK::Display::Show (const Stream & stream)

Show the given stream object to its internal HWND. Remember to call Play on **Stream** in order for it to start showing on the display.

Parameters:

<i>stream</i>	Stream object
---------------	----------------------

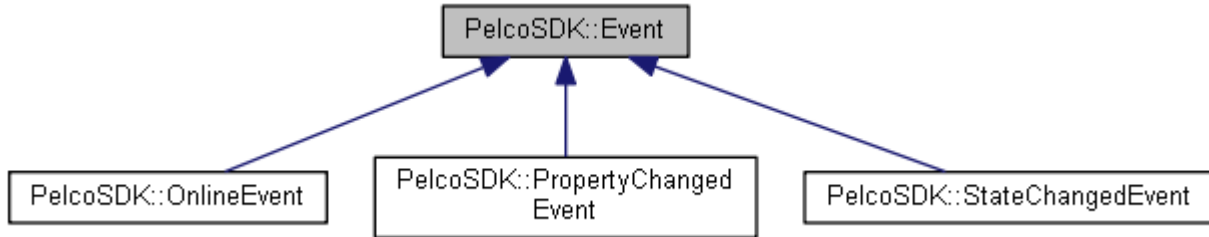
The documentation for this class was generated from the following file:

- Display.h

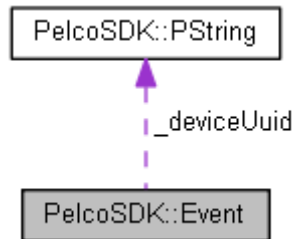
PelcoSDK::Event Class Reference

```
#include <Event.h>
```

Inheritance diagram for PelcoSDK::Event:



Collaboration diagram for PelcoSDK::Event:



Public Types

- enum **TYPE** { **ET_FIRST** = 0, **ET_ONLINE** = 0, **ET_PROPERTY_CHANGED** = 1, **ET_MOTION** = 2, **ET_VIDEO_ANALYTICS** = 3, **ET_DIAGNOSTIC** = 4, **ET_PHYSICAL** = 5, **ET_SDK_STATE** = 6, **ET_NUM_EVENTS** = 7 }

Public Member Functions

- virtual **~Event** ()
- **TYPE** **GetType** () const
- **EventTime** **GetUTCTime** () const
- **PString** **GetDeviceUuid** () const
- unsigned int **GetSystemId** () const
- void **Invalidate** ()
- bool **IsValid** () const
- bool **IsGlobal** () const
- unsigned int **GetMask** () const
- virtual **Event** * **Clone** () const =0
- virtual **PString** **Info** () const

Static Public Member Functions

- static unsigned int **GetMask** (**TYPE** t)

Protected Member Functions

- **Event** (**TYPE** type, **EventTime** time, char const *device, unsigned int systemId)

Protected Attributes

- **TYPE_type**
 - EventTime **_timeUTC**
 - **PString_deviceUuid**
 - unsigned int **_systemId**
-

Detailed Description

Generic **Event** information class

Member Enumeration Documentation

enum **PelcoSDK::Event::TYPE**

Event types.

Enumerator

ET_FIRST Specific system event types:

ET_ONLINE

ET_PROPERTY_CHANGED

ET_MOTION

ET_VIDEO_ANALYTICS

ET_DIAGNOSTIC

ET_PHYSICAL

ET_SDK_STATE Global system wide event type:

ET_NUM_EVENTS The following is not an event - used internally.

Constructor & Destructor Documentation

virtual **PelcoSDK::Event::~Event** () [*inline*], [*virtual*]

PelcoSDK::Event::Event (**TYPE** *type*, **EventTime** *time*, **char const ****device*, **unsigned int** *systemId*) [*inline*], [*protected*]

Member Function Documentation

virtual **Event*** **PelcoSDK::Event::Clone** () *const* [*pure virtual*]

Implemented in **PelcoSDK::StateChangedEvent** (p.65), **PelcoSDK::PropertyChangeEvent** (p.54), and **PelcoSDK::OnlineEvent** (p.48).

PString PelcoSDK::Event::GetDeviceUuid () const [inline]

static unsigned int PelcoSDK::Event::GetMask (TYPE t)[inline], [static]

Return the mask bit for this event type.

unsigned int PelcoSDK::Event::GetMask () const [inline]

unsigned int PelcoSDK::Event::GetSystemId () const [inline]

TYPE PelcoSDK::Event::GetType () const [inline]

EventTime PelcoSDK::Event::GetUTCTime () const [inline]

virtual PString PelcoSDK::Event::Info () const [inline], [virtual]

void PelcoSDK::Event::Invalidate () [inline]

bool PelcoSDK::Event::IsGlobal () const [inline]

bool PelcoSDK::Event::IsValid () const [inline]

Member Data Documentation

PString PelcoSDK::Event::_deviceUuid [protected]

unsigned int PelcoSDK::Event::_systemId [protected]

EventTime PelcoSDK::Event::_timeUTC [protected]

TYPE PelcoSDK::Event::_type [protected]

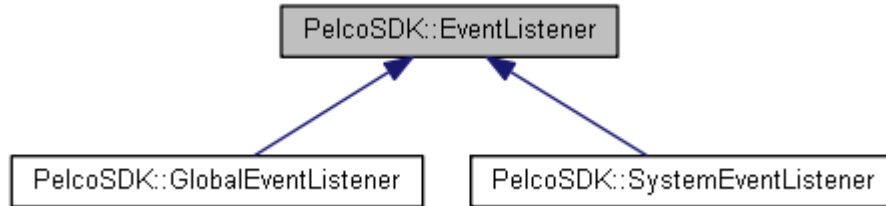
The documentation for this class was generated from the following file:

- Event.h

PelcoSDK::EventListener Class Reference

```
#include <Events.h>
```

Inheritance diagram for PelcoSDK::EventListener:



Public Types

- enum **TYPE_MASK** { **ETM_UNKNOWN** = 0, **ETM_ONLINE** = EBIT(Event::ET_ONLINE), **ETM_PROPERTY_CHANGED** = EBIT(Event::ET_PROPERTY_CHANGED), **ETM_MOTION** = EBIT(Event::ET_MOTION), **ETM_VIDEO_ANALYTICS** = EBIT(Event::ET_VIDEO_ANALYTICS), **ETM_DIAGNOSTIC** = EBIT(Event::ET_DIAGNOSTIC), **ETM_PHYSICAL** = EBIT(Event::ET_PHYSICAL), **ETM_DEVICE_EVENT_ALL**, **ETM_SDK_STATE** = EBIT(Event::ET_SDK_STATE), **ETM_EVENT_ALL** }

Public Member Functions

- EventListener** (unsigned int mask)
- virtual void **Handle** (const **Event** &)=0
- bool **EventIsActive** (**Event::TYPE** t) const

Public Attributes

- unsigned int **eventMask**
- std::string **name**

Friends

- class **EventProcessor**

Detailed Description

There are 2 types of events: global system wide event and system based event

GlobalEventListener - For system wide events, create a sub class derived from **GlobalEventListener** to handle event notifications and use the following global function to subscribe to events: `PSDK_API EventSubscription Subscribe(GlobalEventListener*);`

SystemEventListener - For system based events, create a sub class derived from **SystemEventListener** to handle event notifications and call the following **System** class API to subscribe the events `PSDK_API EventSubscription System::Subscribe(SystemEventListener*);`

You need to provide the "Handle" function to process the events.

Construct with a mask of events that you are interested in. "Handle" will only be called for those events. Although not required, it is a good idea to Subscribe in the constructor and Unsubscribe in the destructor. That way one does not run the risk that subscriptions are active for an **EventListener** object that is no longer present.

EventListener is the base class for event listeners

See Also:

also **Event.h**

Member Enumeration Documentation

enum PelcoSDK::EventListener::TYPE_MASK

enum TYPE_MASK type of events to subscribe to.

Enumerator

ETM_UNKNOWN
ETM_ONLINE
ETM_PROPERTY_CHANGED
ETM_MOTION
ETM_VIDEO_ANALYTICS
ETM_DIAGNOSTIC
ETM_PHYSICAL
ETM_DEVICE_EVENT_ALL
ETM_SDK_STATE
ETM_EVENT_ALL

Constructor & Destructor Documentation

PelcoSDK::EventListener::EventListener (unsigned int *mask*) [inline]

Construct.

Parameters:

<i>mask</i>	- event types this handler will act upon.
-------------	---

Member Function Documentation

bool PelcoSDK::EventListener::EventsActive (Event::TYPE *t*) const [inline]

Check if **Event** type is enabled.

Parameters:

<i>t</i>	Event Type to check if enabled.
----------	--

Returns:

bool true if enabled

virtual void PelcoSDK::EventListener::Handle (const Event &) [pure virtual]

MUST OVERRIDE, Callback function for when event occurs. "Your" OnEvent Handler.

The event reference passed is only valid during the call to "Handle". If needed afterwards, make a copy using "Event::Clone".

Implemented in **PelcoSDK::SystemEventListener** (*p.81*), and **PelcoSDK::GlobalEventListener** (*p.41*).

Friends And Related Function Documentation

friend class EventProcessor [*friend*]

Member Data Documentation

unsigned int PelcoSDK::EventListener::eventMask

bit map wired or'd of enabled event types.

std::string PelcoSDK::EventListener::name

The documentation for this class was generated from the following file:

- **Events.h**

PelcoSDK::Events Class Reference

```
#include <Events.h>
```

Static Public Member Functions

- static **PSDK_API** EventSubscription **Subscribe** (**GlobalEventListener ***)
 - static **PSDK_API** bool **UnSubscribe** (EventSubscription previousSubscription)
-

Member Function Documentation

**static PSDK_API EventSubscription PelcoSDK::Events::Subscribe (GlobalEventListener *
)[static]**

"EventListener" is called for subscribed events. Returns a unique subscription identifier which can later be used to unsubscribe. The **EventListener** object should be alive until at least the call to an Unsubscribe. One way to achieve this is to Subscribe in the object's constructor and Unsubscribe in the destructor.

**static PSDK_API bool PelcoSDK::Events::UnSubscribe (EventSubscription
previousSubscription)[static]**

Unsubscribe from a previous events subscription (as identified by "previousSubscription", returned by an earlier call to "Subscribe"). Returns false if the subscription was not found

The documentation for this class was generated from the following file:

- Events.h

PelcoSDK::Exception Class Reference

```
#include <Exception.h>
```

Public Member Functions

- **PSDK_API Exception** (const **ErrorCode**)
 - **PSDK_API Exception** (const char *)
 - **PSDK_API Exception** (const wchar_t *)
 - **PSDK_API Exception** (const **ErrorCode**, const char *)
 - **PSDK_API Exception** (const **ErrorCode**, const wchar_t *)
 - virtual **PSDK_API ~Exception** ()
 - virtual **PSDK_API PString Message** () const
 - virtual **PSDK_API ErrorCode Error** () const
 - **PSDK_API Exception** (const **Exception** &other)
 - **PSDK_API Exception** & **operator=** (const **Exception** &other)
-

Detailed Description

PelcoSDK **Exception** developers should try(), catch().

Constructor & Destructor Documentation

PSDK_API PelcoSDK::Exception::Exception (const ErrorCode)

Construct with an ErrorCode.

PSDK_API PelcoSDK::Exception::Exception (const char *)

Construct with an error string.

PSDK_API PelcoSDK::Exception::Exception (const wchar_t *)

Construct with a wide error string.

PSDK_API PelcoSDK::Exception::Exception (const ErrorCode , const char *)

Construct with an ErrorCode and error string.

PSDK_API PelcoSDK::Exception::Exception (const ErrorCode , const wchar_t *)

Construct with an ErrorCode and wide error string.

virtual PSDK_API PelcoSDK::Exception::~~Exception () [virtual]

Virtual Destructor.

PSDK_API PelcoSDK::Exception::Exception (const Exception & other)

Construct with an **Exception**.

Member Function Documentation

virtual PSDK_API ErrorCode PelcoSDK::Exception::Error () const [virtual]

Return the error code from the **Exception**.

Returns:

ErrorCode - The error code

virtual PSDK_API PString PelcoSDK::Exception::Message () const [virtual]

Return the Message from the **Exception**.

Returns:

PString - The Message

PSDK_API Exception& PelcoSDK::Exception::operator= (const Exception & other)

Copies an **Exception** to this **Exception**.

Returns:

Exception&

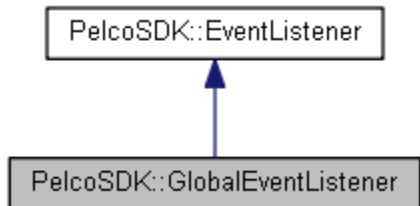
The documentation for this class was generated from the following file:

- Exception.h

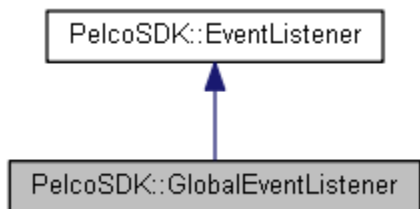
PelcoSDK::GlobalEventListener Class Reference

```
#include <Events.h>
```

Inheritance diagram for PelcoSDK::GlobalEventListener:



Collaboration diagram for PelcoSDK::GlobalEventListener:



Public Member Functions

- `GlobalEventListener ()`
- `PSDK_API GlobalEventListener (unsigned int mask)`
- virtual void `Handle (const Event &)=0`

Additional Inherited Members

Detailed Description

Use this class for SDK specific events (ET_SDK_STATE).

See Also:

`Event.h`

Constructor & Destructor Documentation

`PelcoSDK::GlobalEventListener::GlobalEventListener () [inline]`

`GlobalEventListener` Construct. Handles `PelcoSDK` global Events.

Handles only SDK events (ET_SDK_STATE)

`PSDK_API PelcoSDK::GlobalEventListener::GlobalEventListener (unsigned int mask)`

`GlobalEventListener` Construct. Handles `PelcoSDK` global Events.

Handles only SDK events (ET_SDK_STATE) Mask argument left in for compatibility with previous versions

Member Function Documentation

virtual void PelcoSDK::GlobalEventListener::Handle (const Event &) [pure virtual]

MUST OVERRIDE, Callback function for when event occurs. "Your" OnEvent Handler.

Implements **PelcoSDK::EventListener** (*p.35*).

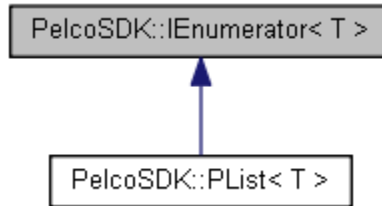
The documentation for this class was generated from the following file:

- **Events.h**

PelcoSDK::IEnumerator< T > Class Template Reference

```
#include <IEnumerator.h>
```

Inheritance diagram for PelcoSDK::IEnumerator< T >:



Public Member Functions

- virtual T **Current** () const =0
- virtual void **Reset** ()=0
- virtual bool **MoveNext** ()=0

Detailed Description

```
template<class T>class PelcoSDK::IEnumerator< T >  
IEnumerator
```

Member Function Documentation

```
template<class T> virtual T PelcoSDK::IEnumerator< T >::Current () const [pure virtual]
```

Implemented in **PelcoSDK::PList< T >** (p.50), **PelcoSDK::SystemCollection** (p.77), **PelcoSDK::ChannelCollection** (p.20), **PelcoSDK::DeviceCollection** (p.27), and **PelcoSDK::PropertyCollection** (p.56).

```
template<class T> virtual bool PelcoSDK::IEnumerator< T >::MoveNext () [pure virtual]
```

Implemented in **PelcoSDK::PList< T >** (p.50), **PelcoSDK::SystemCollection** (p.78), **PelcoSDK::ChannelCollection** (p.21), **PelcoSDK::DeviceCollection** (p.28), and **PelcoSDK::PropertyCollection** (p.56).

```
template<class T> virtual void PelcoSDK::IEnumerator< T >::Reset () [pure virtual]
```

Implemented in **PelcoSDK::PList< T >** (p.50), **PelcoSDK::SystemCollection** (p.79), **PelcoSDK::ChannelCollection** (p.21), **PelcoSDK::DeviceCollection** (p.28), and **PelcoSDK::PropertyCollection** (p.57).

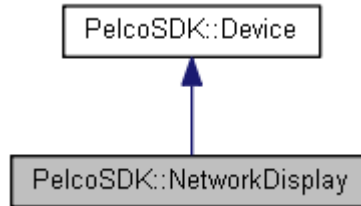
The documentation for this class was generated from the following file:

- `IEnumerator.h`

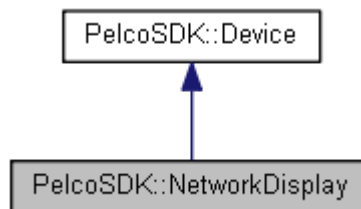
PelcoSDK::NetworkDisplay Class Reference

```
#include <NetworkDisplay.h>
```

Inheritance diagram for PelcoSDK::NetworkDisplay:



Collaboration diagram for PelcoSDK::NetworkDisplay:



Public Member Functions

- **PSDK_API NetworkDisplay** (const **PelcoSDK::NetworkDisplay** &)
- **PSDK_API NetworkDisplay** (const **Device** &other)
- **PSDK_API NetworkDisplay** (DevicePrivate *const)
- virtual **PSDK_API ~NetworkDisplay** ()
- **PSDK_API NetworkDisplay & operator=** (const **NetworkDisplay** &other)
- **PSDK_API NetworkDisplay & operator=** (const **Device** &other)
- **PSDK_API**
- **PelcoSDK::ChannelCollection GetChannelCollection** ()
- **PSDK_API void Identify** ()
- **PSDK_API DISPLAY_LAYOUT GetLayout** () const
- **PSDK_API void SetLayout** (**PelcoSDK::DISPLAY_LAYOUT** desiredLayout)

Additional Inherited Members

Detailed Description

This is a class that defines a monitor device which we refer to as a network display.

Constructor & Destructor Documentation

PSDK_API PelcoSDK::NetworkDisplay::NetworkDisplay (const **PelcoSDK::NetworkDisplay** &)

Copy constructor.

PSDK_API PelcoSDK::NetworkDisplay::NetworkDisplay (const Device & other)

Constructor that takes **Device** object as parameter.

PSDK_API PelcoSDK::NetworkDisplay::NetworkDisplay (DevicePrivate * const)

Constructor that takes DevicePrivate as parameter.

virtual PSDK_API PelcoSDK::NetworkDisplay::~NetworkDisplay () [virtual]

Virtual Destructor.

Member Function Documentation

PSDK_API PelcoSDK::ChannelCollection PelcoSDK::NetworkDisplay::GetChannelCollection ()

Gets the channel collection for the network display.

Returns:

ChannelCollection

PSDK_API DISPLAY_LAYOUT PelcoSDK::NetworkDisplay::GetLayout () const

Gets the layout of the network display.

Returns:

The current layout

PSDK_API void PelcoSDK::NetworkDisplay::Identify ()

Identifies the display on the screen.

PSDK_API NetworkDisplay& PelcoSDK::NetworkDisplay::operator= (const NetworkDisplay & other)

operator = , where other is a **NetworkDisplay** object

PSDK_API NetworkDisplay& PelcoSDK::NetworkDisplay::operator= (const Device & other) [virtual]

operator = , where other is a **Device** object

Reimplemented from **PelcoSDK::Device** (p.24).

**PSDK_API void PelcoSDK::NetworkDisplay::SetLayout (PelcoSDK::DISPLAY_LAYOUT
desiredLayout)**

Sets the layout of the network display.

Parameters:

<i>desiredLayout</i>	The desired layout
----------------------	--------------------

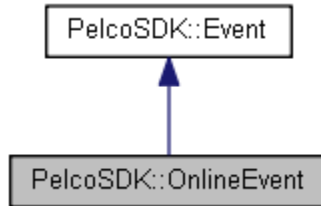
The documentation for this class was generated from the following file:

- **NetworkDisplay.h**

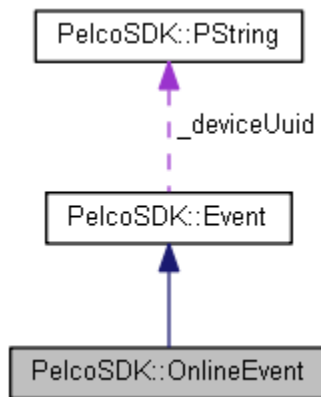
PelcoSDK::OnlineEvent Class Reference

```
#include <Event.h>
```

Inheritance diagram for PelcoSDK::OnlineEvent:



Collaboration diagram for PelcoSDK::OnlineEvent:



Public Member Functions

- **PSDK_API OnlineEvent** (const char *deviceUuid, bool on, unsigned int systemId)
- **Event * Clone** () const

Public Attributes

- const bool on

Additional Inherited Members

Detailed Description

Specific **Event** Types

Online **Event** response

Constructor & Destructor Documentation

PSDK_API PelcoSDK::OnlineEvent::OnlineEvent (const char * *deviceUuid*, bool *on*, unsigned int *systemId*)

Member Function Documentation

Event* PelcoSDK::OnlineEvent::Clone () const [*inline*], [*virtual*]

Implements **PelcoSDK::Event** (*p.32*).

Member Data Documentation

const bool PelcoSDK::OnlineEvent::on

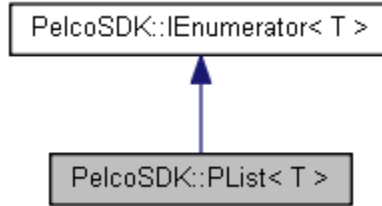
The documentation for this class was generated from the following file:

- [Event.h](#)

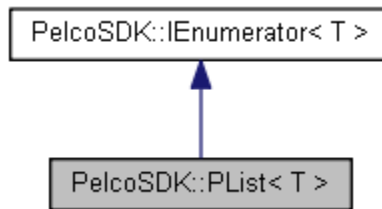
PelcoSDK::PList< T > Class Template Reference

```
#include <PList.h>
```

Inheritance diagram for PelcoSDK::PList< T >:



Collaboration diagram for PelcoSDK::PList< T >:



Public Member Functions

- **PList** ()
- **~PList** ()
- void **Add** (const T &from)
- T & **Current** ()
- T **Current** () const
- void **Reset** ()
- bool **MoveNext** ()

Detailed Description

```
template<class T>class PelcoSDK::PList< T >
```

Template class to create enumerated list of any type.

See Also:

iEnumerator.h

Constructor & Destructor Documentation

```
template<class T > PelcoSDK::PList< T >::PList () [inline]
```

contrust creates empty list of type

template<class T > PelcoSDK::PList< T >::~~PList () [inline]

destructor deletes all objects from the list

Member Function Documentation

template<class T > void PelcoSDK::PList< T >::Add (const T & *from*) [inline]

adds a new item of type to the list

template<class T > T& PelcoSDK::PList< T >::Current () [inline]

return the currently selected type

template<class T > T PelcoSDK::PList< T >::Current () const [inline], [virtual]

IEnumerator implementation.

Implements **PelcoSDK::I**Enumerator< T > (p.42).

template<class T > bool PelcoSDK::PList< T >::MoveNext () [inline], [virtual]

move to next entry in the list, false = at end or empty list.

Implements **PelcoSDK::I**Enumerator< T > (p.42).

template<class T > void PelcoSDK::PList< T >::Reset () [inline], [virtual]

reset the list to first entry

Implements **PelcoSDK::I**Enumerator< T > (p.42).

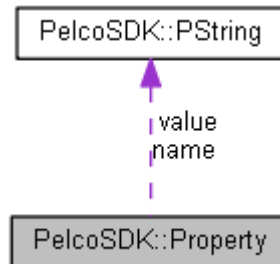
The documentation for this class was generated from the following file:

- **PList.h**

PelcoSDK::Property Class Reference

```
#include <Property.h>
```

Collaboration diagram for PelcoSDK::Property:



Public Member Functions

- **Property** (const char *nameA, const char *valueA)
- **Property** (const wchar_t *nameA, const wchar_t *valueA)

Public Attributes

- **PString** name
- **PString** value

Detailed Description

Device Property, name value pairs

Generic property. Numeric values are converted to their string representation.

More complex objects are stored as JSON or XML strings

Constructor & Destructor Documentation

PelcoSDK::Property::Property (const char * *nameA*, const char * *valueA*)[inline]

Construct a **Property** with a Name and Value.

PelcoSDK::Property::Property (const wchar_t * *nameA*, const wchar_t * *valueA*)[inline]

Construct a **Property** with a wide Name and wide Value.

Member Data Documentation

PString PelcoSDK::Property::name

PString PelcoSDK::Property::value

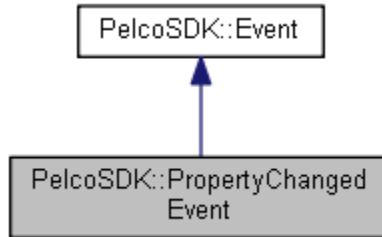
The documentation for this class was generated from the following file:

- Property.h

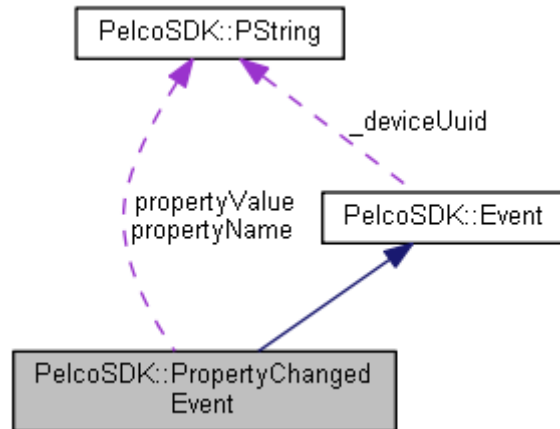
PelcoSDK::PropertyChangedEvent Class Reference

```
#include <Event.h>
```

Inheritance diagram for PelcoSDK::PropertyChangedEvent:



Collaboration diagram for PelcoSDK::PropertyChangedEvent:



Public Member Functions

- **PSDK_API PropertyChangedEvent** (const char *deviceUuid, unsigned int systemId, const char *name, const char *value)
- **Event * Clone** () const

Public Attributes

- const **PString** propertyName
- const **PString** propertyValue

Additional Inherited Members

Detailed Description

Property changed or new property added **Event**

Constructor & Destructor Documentation

PSDK_API PelcoSDK::PropertyChangeEvent::PropertyChangeEvent (const char * *deviceUuid*, unsigned int *systemId*, const char * *name*, const char * *value*)

Member Function Documentation

Event* PelcoSDK::PropertyChangeEvent::Clone () const [inline], [virtual]

Implements PelcoSDK::Event (*p.32*).

Member Data Documentation

const PString PelcoSDK::PropertyChangeEvent::propertyName

const PString PelcoSDK::PropertyChangeEvent::propertyValue

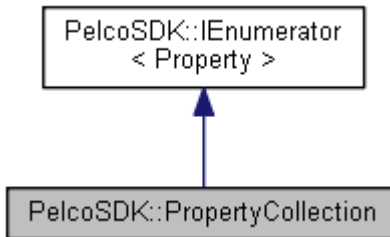
The documentation for this class was generated from the following file:

- Event.h

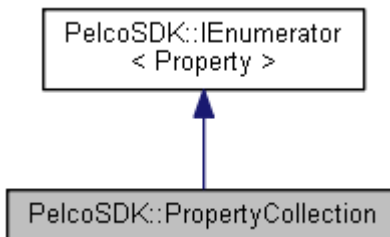
PelcoSDK::PropertyCollection Class Reference

```
#include <PropertyCollection.h>
```

Inheritance diagram for PelcoSDK::PropertyCollection:



Collaboration diagram for PelcoSDK::PropertyCollection:



Public Member Functions

- **PSDK_API PropertyCollection** (const **PropertyCollection** &)
- **PSDK_API PropertyCollection** (PelcoSDK::PropertyCollectionPrivate *)
- **PSDK_API PropertyCollection & operator=** (const **PropertyCollection** &)
- **PSDK_API ~PropertyCollection** ()
- **PSDK_API Property Current** () const
- **PSDK_API void Reset** ()
- **PSDK_API bool MoveNext** ()
- **PSDK_API size_t GetCount** () const
- **PSDK_API PString Get** (PString name) const
- **PSDK_API void Set** (PString name, PString value)
- **PSDK_API void Remove** (PString name)

Detailed Description

A Collection of type **Property**

See Also:

Property.h
iEnumerator.h

Constructor & Destructor Documentation

PSDK_API PelcoSDK::PropertyCollection::PropertyCollection (const PropertyCollection &)

Construct with a **PropertyCollection**.

PSDK_API PelcoSDK::PropertyCollection::PropertyCollection (PelcoSDK::PropertyCollectionPrivate *)

Construct from a **PropertyCollectionPrivate**.

PSDK_API PelcoSDK::PropertyCollection::~~PropertyCollection ()

Virtual Destructor.

Member Function Documentation

PSDK_API Property PelcoSDK::PropertyCollection::Current () const [virtual]

Get the current **Property** pointed to by the enumerator Throws an exception if the last call to **MoveNext** returned false, which indicates the end of the collection.

Returns:

Property Object

Implements **PelcoSDK::IEnumerator< Property >** (p.42).

PSDK_API PString PelcoSDK::PropertyCollection::Get (PString name) const

Get the property value by its name.

Returns:

PString - The **Property** value

PSDK_API size_t PelcoSDK::PropertyCollection::GetCount () const

Get the number of **Property** Objects in the collection.

Returns:

size_t - number of objects

PSDK_API bool PelcoSDK::PropertyCollection::MoveNext () [virtual]

Advances the enumerator to the next element of the collection.

Returns:

true if the enumerator was successfully advanced to the next element.

Implements **PelcoSDK::IEnumerator< Property >** (p.42).

PSDK_API PropertyCollection& PelcoSDK::PropertyCollection::operator= (const PropertyCollection &)

Copies a **PropertyCollection** to this **PropertyCollection**.

Returns:

PropertyCollection&

PSDK_API void PelcoSDK::PropertyCollection::Remove (PString name)

Removes the named property from the collection.

PSDK_API void PelcoSDK::PropertyCollection::Reset () [virtual]

Sets the enumerator to its initial position, which is before the first element in the collection.

Implements **PelcoSDK::IEnumerator< Property >** (p.42).

PSDK_API void PelcoSDK::PropertyCollection::Set (PString name, PString value)

Set the property value by its name.

The documentation for this class was generated from the following file:

- **PropertyCollection.h**

PelcoSDK::PString Class Reference

```
#include <PString.h>
```

Public Member Functions

- **PString** ()
- **PString** (const wchar_t *from)
- **PString** (const char *from)
- **PString** (const **PString** &from)
- **PString** & **operator=** (const **PString** &from)
- **PString** (const std::string &from)
- **PString** (const std::wstring &from)
- **operator std::string** () const
- **operator std::wstring** () const
- const char * **c_str** () const
- **~PString** ()
- bool **IsEmpty** () const
- **PString** (const XSDK::XString &)
- **operator XSDK::XString** () const

Constructor & Destructor Documentation

PelcoSDK::PString::PString () [*inline*]

PelcoSDK::PString::PString (const wchar_t * *from*) [*inline*]

PelcoSDK::PString::PString (const char * *from*) [*inline*]

PelcoSDK::PString::PString (const **PString** & *from*) [*inline*]

PelcoSDK::PString::PString (const std::string & *from*) [*inline*]

PelcoSDK::PString::PString (const std::wstring & *from*) [*inline*]

PelcoSDK::PString::~~PString () [*inline*]

PelcoSDK::PString::PString (const XSDK::XString &)

Member Function Documentation

const char* PelcoSDK::PString::c_str () const [inline]

bool PelcoSDK::PString::IsEmpty () const [inline]

PelcoSDK::PString::operator std::string () const [inline]

Conversion to std::string.

PelcoSDK::PString::operator std::wstring () const [inline]

Conversion to std::wstring.

PelcoSDK::PString::operator XSDK::XString () const

PString& PelcoSDK::PString::operator= (const PString & *from*) [inline]

The documentation for this class was generated from the following file:

- PString.h

PelcoSDK::PTime Class Reference

```
#include <PTime.h>
```

Public Member Functions

- **PSDK_API PTime ()**
- **PSDK_API PTime (const time_t time)**
- **PSDK_API PTime (const PTime &other)**
- **virtual PSDK_API PTime & operator= (const PTime &other)**
- **virtual PSDK_API ~PTime ()**
- **PSDK_API int GetYear () const**
- **PSDK_API void SetYear (int value)**
- **PSDK_API int GetMonth () const**
- **PSDK_API void SetMonth (int value)**
- **PSDK_API int GetDay () const**
- **PSDK_API void SetDay (int value)**
- **PSDK_API int GetHour () const**
- **PSDK_API void SetHour (int value)**
- **PSDK_API int GetMinute () const**
- **PSDK_API void SetMinute (int value)**
- **PSDK_API int GetSecond () const**
- **PSDK_API void SetSecond (int value)**
- **PSDK_API time_t GetUnixTime () const**

Static Public Member Functions

- **static PSDK_API PTime Now ()**

Constructor & Destructor Documentation

PSDK_API PelcoSDK::PTime::PTime ()

Default Constructor.

PSDK_API PelcoSDK::PTime::PTime (const time_t *time*)

Construct with a `time_t`.

PSDK_API PelcoSDK::PTime::PTime (const PTime & *other*)

Construct with a `PTime`.

virtual PSDK_API PelcoSDK::PTime::~PTime () [virtual]

Virtual Destructor.

Member Function Documentation

PSDK_API int PelcoSDK::PTime::GetDay () const

Returns:

Returns the day part of a **PTime**

PSDK_API int PelcoSDK::PTime::GetHour () const

Returns:

Returns the hour part of a **PTime**

PSDK_API int PelcoSDK::PTime::GetMinute () const

Returns:

Returns the minute part of a **PTime**

PSDK_API int PelcoSDK::PTime::GetMonth () const

Returns:

Returns the month part of a **PTime**

PSDK_API int PelcoSDK::PTime::GetSecond () const

Returns:

Returns the seconds part of a **PTime**

PSDK_API time_t PelcoSDK::PTime::GetUnixTime () const

Returns:

Returns the time as Unix time(time_t)

PSDK_API int PelcoSDK::PTime::GetYear () const

Returns:

Returns the year part of a **PTime**

static PSDK_API PTime PelcoSDK::PTime::Now () [static]

Static method that returns "Now" as a **PTime**.

Returns:

PTime

virtual PSDK_API PTime& PelcoSDK::PTime::operator= (const PTime & *other*) [virtual]

Copy *other* to this.

PSDK_API void PelcoSDK::PTime::SetDay (int *value*)

Sets the day part of a **PTime**.

PSDK_API void PelcoSDK::PTime::SetHour (int *value*)

Sets the hour part of a **PTime**.

PSDK_API void PelcoSDK::PTime::SetMinute (int *value*)

Sets the minute part of a **PTime**.

PSDK_API void PelcoSDK::PTime::SetMonth (int *value*)

Sets the month part of a **PTime**.

PSDK_API void PelcoSDK::PTime::SetSecond (int *value*)

Sets the seconds part of a **PTime**.

PSDK_API void PelcoSDK::PTime::SetYear (int *value*)

Sets the year part of a **PTime**.

The documentation for this class was generated from the following file:

- **PTime.h**

PelcoSDK::PTimeSpan Class Reference

```
#include <PTimeSpan.h>
```

Public Member Functions

- PSDK_API PTimeSpan ()
 - virtual PSDK_API ~PTimeSpan ()
-

Constructor & Destructor Documentation

PSDK_API PelcoSDK::PTimeSpan::PTimeSpan ()

virtual PSDK_API PelcoSDK::PTimeSpan::~~PTimeSpan () [virtual]

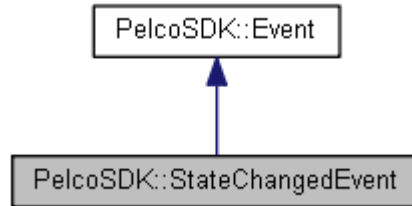
The documentation for this class was generated from the following file:

- PTimeSpan.h

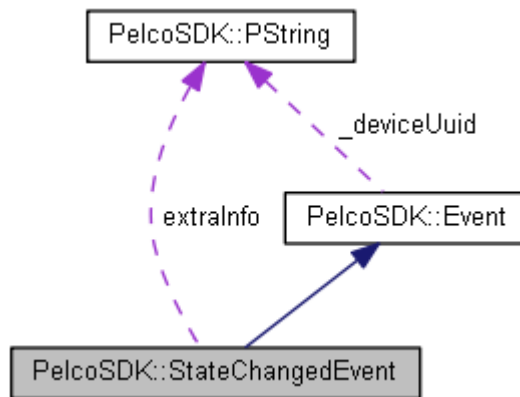
PelcoSDK::StateChangedEvent Class Reference

```
#include <Event.h>
```

Inheritance diagram for PelcoSDK::StateChangedEvent:



Collaboration diagram for PelcoSDK::StateChangedEvent:



Public Types

- enum **State** { **TERMINATING**, **COLLECTION_STARTED**, **COLLECTION_COMPLETED**, **COLLECTION_FAILED**, **SYSTEM_REMOVED**, **COLLECTION_REMOVED** = **SYSTEM_REMOVED** }

Public Member Functions

- PSDK_API StateChangedEvent** (**State** stateToReport, unsigned int systemId, const char *extraInfoToReport=0)
- Event * Clone** () const

Public Attributes

- const **State** state
- const **PString** extraInfo

Additional Inherited Members

Detailed Description

Pelco SDK State Changed **Event** For ET_SDK_STATE

Member Enumeration Documentation

enum PelcoSDK::StateChangedEvent::State

Enumerator

TERMINATING
COLLECTION_STARTED
COLLECTION_COMPLETED
COLLECTION_FAILED
SYSTEM_REMOVED
COLLECTION_REMOVED

Constructor & Destructor Documentation

PSDK_API PelcoSDK::StateChangedEvent::StateChangedEvent (State *stateToReport*, unsigned int *systemId*, const char * *extraInfoToReport* = 0)

Member Function Documentation

Event* PelcoSDK::StateChangedEvent::Clone () const [inline], [virtual]

Implements PelcoSDK::Event (p.32).

Member Data Documentation

const PString PelcoSDK::StateChangedEvent::extraInfo

const State PelcoSDK::StateChangedEvent::state

The documentation for this class was generated from the following file:

- Event.h

PelcoSDK::Stream Class Reference

```
#include <Stream.h>
```

Public Member Functions

- **PSDK_API Stream** (const PelcoSDK::Camera &)
- **PSDK_API Stream** (const PelcoSDK::Stream &)
- **PSDK_API Stream** (PelcoSDK::StreamPrivate *const)
- virtual **PSDK_API ~Stream** ()
- **PSDK_API Stream & operator=** (const Stream &other)
- **PSDK_API void Play** (PelcoSDK::STREAM_SPEED speed)
- **PSDK_API void Pause** ()
- **PSDK_API void Stop** ()
- **PSDK_API void GotoLive** ()
- **PSDK_API void FrameForward** ()
- **PSDK_API void FrameReverse** ()
- **PSDK_API void Seek** (const PTime &time)
- **PSDK_API void SetVolume** (unsigned int level)
- **PSDK_API PelcoSDK::STREAM_STATE GetState** () const
- **PSDK_API PelcoSDK::STREAM_MODE GetMode** () const
- **PSDK_API PelcoSDK::StreamConfiguration GetConfiguration** () const
- **PSDK_API void SetConfiguration** (const PelcoSDK::StreamConfiguration &config)
- **PSDK_API void Snapshot** (const PString &fileName)
- **PSDK_API unsigned long GetId** () const

Detailed Description

This is a class that represents a **Stream**.

Constructor & Destructor Documentation

PSDK_API PelcoSDK::Stream::Stream (const PelcoSDK::Camera &)

Constructor that takes a **Camera** Object as a parameter.

PSDK_API PelcoSDK::Stream::Stream (const PelcoSDK::Stream &)

Copy constructor.

PSDK_API PelcoSDK::Stream::Stream (PelcoSDK::StreamPrivate * const)

Constructor that takes StreamPrivate as parameter.

virtual PSDK_API PelcoSDK::Stream::~~Stream () [virtual]

Virtual Destructor.

Member Function Documentation

PSDK_API void PelcoSDK::Stream::FrameForward ()

FrameForward - Step forward one frame.

PSDK_API void PelcoSDK::Stream::FrameReverse ()

FrameReverse - Step backward one frame.

PSDK_API PelcoSDK::StreamConfiguration PelcoSDK::Stream::GetConfiguration () const

GetConfiguration of the stream.

Returns:

StreamConfiguration Object

PSDK_API unsigned long PelcoSDK::Stream::GetId () const

GetId.

Returns:

Returns the internal id of a stream object

PSDK_API PelcoSDK::STREAM_MODE PelcoSDK::Stream::GetMode () const

GetMode - Get the mode of the stream.

Returns:

STREAM_MODE - live, playback, seek, etc. See **StreamTypes.h** for more information.

PSDK_API PelcoSDK::STREAM_STATE PelcoSDK::Stream::GetState () const

GetState - Get the state of the stream.

Returns:

STREAM_STATE - stopped, paused, playing, etc. See **StreamTypes.h** for more information.

PSDK_API void PelcoSDK::Stream::GotoLive ()

GotoLive - Switch the stream to Live mode If the stream is already in live mode this method is a no-op.

PSDK_API Stream& PelcoSDK::Stream::operator= (const Stream & other)

PSDK_API void PelcoSDK::Stream::Pause ()

Pause - Pauses a stream.

PSDK_API void PelcoSDK::Stream::Play (PelcoSDK::STREAM_SPEED speed)

Plays the stream at the given speed. You can control the play direction of the stream by using a negative STREAM_SPEED to play in reverse.

Parameters:

<i>speed</i>	- The speed to play the stream
--------------	--------------------------------

See **StreamTypes.h** for STREAM_SPEED constants

PSDK_API void PelcoSDK::Stream::Seek (const PTime & time)

Seek - Move the stream to the specified time.

Parameters:

<i>time</i>	- The time you'd like to seek to.
-------------	-----------------------------------

PSDK_API void PelcoSDK::Stream::SetConfiguration (const PelcoSDK::StreamConfiguration & config)

SetConfiguration of the stream.

Parameters:

<i>config</i>	a StreamConfiguration object describing the desired configuration for the stream
---------------	---

PSDK_API void PelcoSDK::Stream::SetVolume (unsigned int level)

SetVolume - Sets the stream volume to the specified level.

Parameters:

<i>level</i>	- The desired volume level.
--------------	-----------------------------

PSDK_API void PelcoSDK::Stream::Snapshot (const PString & fileName)

Snapshot will capture a single frame and save it to the specified file name.

Parameters:

<i>fileName</i>	- The full path to the file you'd like to save the snapshot to.
-----------------	---

PSDK_API void PelcoSDK::Stream::Stop ()

Stop - Stops a stream and releases resources.

The documentation for this class was generated from the following file:

- **Stream.h**

PelcoSDK::StreamConfiguration Class Reference

```
#include <StreamConfiguration.h>
```

Public Member Functions

- `StreamConfiguration ()`
- `StreamConfiguration (const StreamConfiguration &other)`
- `StreamConfiguration & operator= (const StreamConfiguration &other)`

Public Attributes

- `STREAM_PROTOCOL` `StreamProtocol`
- `STREAM_DELIVERY_MODE` `DeliveryMode`
- `bool` `StreamAudio`
- `STREAM_VIDEO_FORMAT` `VideoFormat`
- `float` `FrameRate`

Friends

- `bool operator== (const StreamConfiguration &lhs, const StreamConfiguration &rhs)`
- `bool operator!= (const StreamConfiguration &lhs, const StreamConfiguration &rhs)`

Detailed Description

`Stream` configuration information

See Also:

`Stream.h`
`StreamTypes.h`

Constructor & Destructor Documentation

`PelcoSDK::StreamConfiguration::StreamConfiguration () [inline]`

default Construct

`PelcoSDK::StreamConfiguration::StreamConfiguration (const StreamConfiguration & other) [inline]`

Copy Construct.

Member Function Documentation

`StreamConfiguration& PelcoSDK::StreamConfiguration::operator= (const StreamConfiguration & other) [inline]`

equal operator =

Friends And Related Function Documentation

bool operator!= (const StreamConfiguration & *lhs*, const StreamConfiguration & *rhs*) [*friend*]

bool operator== (const StreamConfiguration & *lhs*, const StreamConfiguration & *rhs*) [*friend*]

Member Data Documentation

STREAM_DELIVERY_MODE PelcoSDK::StreamConfiguration::DeliveryMode

network delivery, unicast or multi-cast

float PelcoSDK::StreamConfiguration::FrameRate

frame rate

bool PelcoSDK::StreamConfiguration::StreamAudio

enable Audio **Stream**

STREAM_PROTOCOL PelcoSDK::StreamConfiguration::StreamProtocol

transport protocol RTP/RTSP/HTTP

STREAM_VIDEO_FORMAT PelcoSDK::StreamConfiguration::VideoFormat

video format MJPEG/MPEG4_H264/auto

The documentation for this class was generated from the following file:

- **StreamConfiguration.h**

PelcoSDK::System Class Reference

```
#include <System.h>
```

Public Member Functions

- **PSDK_API System** (const PelcoSDK::System &)
- **PSDK_API System** (PelcoSDK::SystemPrivate *const)
- **PSDK_API System** (PelcoSDK::PString systemScheme)
- virtual **PSDK_API ~System** ()
- **PSDK_API bool Login** (PelcoSDK::PString &userName, PelcoSDK::PString &password)
- **PSDK_API PelcoSDK::DeviceCollection GetDeviceCollection** ()
- **PSDK_API PelcoSDK::Device GetDevice** (const PelcoSDK::PString &key)
- **PSDK_API unsigned int GetRefreshSeconds** () const
- **PSDK_API void SetRefreshSeconds** (unsigned int timeInSeconds)
- **PSDK_API PString GetAlias** () const
- **PSDK_API void SetAlias** (PString &systemAlias)
- **PSDK_API PString GetDisplayName** () const
- **PSDK_API PString GetIp** () const
- **PSDK_API int GetPort** () const
- **PSDK_API PString GetIpAndPort** () const
- **PSDK_API PString GetUUID** () const
- **PSDK_API void Remove** ()
- **PSDK_API bool IsRemoved** () const
- **PSDK_API System & operator=** (const System &other)
- **PSDK_API EventSubscription Subscribe** (SystemEventListener *)
- **PSDK_API bool UnSubscribe** (const EventSubscription previousSubscription)
- **PSDK_API unsigned long GetId** () const

Detailed Description

This is a class that represents an individual system. This will be an implementation of a Pelco or edge system.

Constructor & Destructor Documentation

PSDK_API PelcoSDK::System::System (const PelcoSDK::System &)

Copy constructor.

PSDK_API PelcoSDK::System::System (PelcoSDK::SystemPrivate * const)

Constructor that takes SystemPrivate as parameter.

PSDK_API PelcoSDK::System::System (PelcoSDK::PString systemScheme)

Constructor that constructs from a string that describes the system.

Parameters:

<i>systemScheme</i>	String that describes the system. It can contain url info, authentication info, alias etc. E.g. [user:pass@]provider://[ipaddress:port][?alias=MySystem] parts within [] are optional. The acceptable values for provider are defined in Constants.h
---------------------	---

virtual PSDK_API PelcoSDK::System::~~System () [virtual]

Virtual Destructor.

Member Function Documentation

PSDK_API PString PelcoSDK::System::GetAlias () const

Get the alias for the current system. An alias is a name that is unique to a system.

Returns:

Returns the alias of the system.

PSDK_API PelcoSDK::Device PelcoSDK::System::GetDevice (const PelcoSDK::PString & key)

Returns:

Returns a **Device** given a 'key'

PSDK_API PelcoSDK::DeviceCollection PelcoSDK::System::GetDeviceCollection ()

Returns:

Returns the **DeviceCollection** associated with the system.

PSDK_API PString PelcoSDK::System::GetDisplayName () const

Gets a name to display for a system.

Returns:

a string suitable to show in a user interface with info about the system

PSDK_API unsigned long PelcoSDK::System::GetId () const

GetId.

Returns:

Returns the internal id of a system object

PSDK_API PString PelcoSDK::System::GetIp () const

Get the ip address of this system.

Returns:

ipaddress

PSDK_API PString PelcoSDK::System::GetIpAndPort () const

Get the ip:port of this system.

Returns:

ip:port

PSDK_API int PelcoSDK::System::GetPort () const

Get the port of this system.

Returns:

port

PSDK_API unsigned int PelcoSDK::System::GetRefreshSeconds () const

Returns:

Returns the system refresh time in seconds

PSDK_API PString PelcoSDK::System::GetUUID () const

Get the UUID of this system.

Returns:

UUID string

PSDK_API bool PelcoSDK::System::IsRemoved () const

Returns true if the system has been removed.

PSDK_API bool PelcoSDK::System::Login (PelcoSDK::PString & *userName*, PelcoSDK::PString & *password*)

Login a user given a user name and password.

Parameters:

<i>userName</i>	username for the system
<i>password</i>	password for the system

Returns:

bool If successful this will return true; it will return false otherwise.

PSDK_API System& PelcoSDK::System::operator= (const System & other)

PSDK_API void PelcoSDK::System::Remove ()

Remove this system from all collections and caches.

PSDK_API void PelcoSDK::System::SetAlias (PString & systemAlias)

Set the alias for the current system. An alias is a name that is unique to a system.

Parameters:

<i>systemAlias</i>	user defined alias for a system
--------------------	---------------------------------

PSDK_API void PelcoSDK::System::SetRefreshSeconds (unsigned int timeInSeconds)

Sets the refresh time for the current system.

Parameters:

<i>timeInSeconds</i>	The new refresh time in seconds
----------------------	---------------------------------

PSDK_API EventSubscription PelcoSDK::System::Subscribe (SystemEventListener *)

"EventListener" is called for subscribed events based on the particular system. Returns a unique subscription identifier which can later be used to unsubscribe. The **EventListener** object should be alive until at least the call to an Unsubscribe. One way to achieve this is to Subscribe in the object's constructor and Unsubscribe in the destructor.

PSDK_API bool PelcoSDK::System::UnSubscribe (const EventSubscription previousSubscription)

Unsubscribe from a previous events subscription (as identified by "previousSubscription", returned by an earlier call to "Subscribe"). Returns true if the subscription was removed or it did not exist.

Returns false if the unsubscribe failed because the event processor is busy In this latter case, the unsubscribe should be tried repeatedly until it succeeds, perhaps separated by sleep calls.

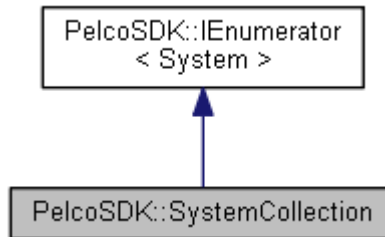
The documentation for this class was generated from the following file:

- System.h

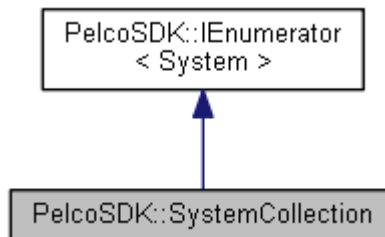
PelcoSDK::SystemCollection Class Reference

```
#include <SystemCollection.h>
```

Inheritance diagram for PelcoSDK::SystemCollection:



Collaboration diagram for PelcoSDK::SystemCollection:



Public Member Functions

- **PSDK_API SystemCollection** ()
- **PSDK_API SystemCollection** (const **PelcoSDK::SystemCollection** &systemCollection)
- virtual **PSDK_API ~SystemCollection** ()
- virtual **PSDK_API PelcoSDK::System Add** (const **PelcoSDK::PString** &systemScheme)
- virtual **PSDK_API unsigned int GetCount** ()
- virtual **PSDK_API PelcoSDK::System GetItem** (unsigned int index)
- virtual **PSDK_API PelcoSDK::System GetItemByKey** (const **PelcoSDK::PString** &key)
- virtual **PSDK_API void RemoveAll** ()
- **PSDK_API System Current** () const
- **PSDK_API void Reset** ()
- **PSDK_API bool MoveNext** ()
- **PSDK_API SystemCollection & operator=** (const **SystemCollection** &other)
- virtual **PSDK_API PelcoSDK::System GetItemById** (const unsigned long id)

Detailed Description

A Collection of type **System**

See Also:

System.h
iEnumerator.h

Constructor & Destructor Documentation

PSDK_API PelcoSDK::SystemCollection::SystemCollection ()

Default constructor.

PSDK_API PelcoSDK::SystemCollection::SystemCollection (const PelcoSDK::SystemCollection & *systemCollection*)

Construct with another **SystemCollection** Object.

virtual PSDK_API PelcoSDK::SystemCollection::~~SystemCollection () [virtual]

Virtual Destructor.

Member Function Documentation

virtual PSDK_API PelcoSDK::System PelcoSDK::SystemCollection::Add (const PelcoSDK::PString & *systemScheme*) [virtual]

Add a **System** based on a scheme.

Returns:

System

PSDK_API System PelcoSDK::SystemCollection::Current () const [virtual]

Get the current **System** pointed to by the enumerator Throws an exception if the last call to MoveNext returned false, which indicates the end of the collection.

Returns:

System Object

Implements **PelcoSDK::IEnumerator< System >** (*p.42*).

virtual PSDK_API unsigned int PelcoSDK::SystemCollection::GetCount () [virtual]

GetCount returns the number of items in the collection.

Returns:

unsigned int

virtual PSDK_API PelcoSDK::System PelcoSDK::SystemCollection::GetItem (unsigned int *index*) [virtual]

GetItem returns a **System** by index.

Parameters:

<i>index</i>	unsigned int is the index of the item in the collection
--------------	---

Returns:

System Object

virtual PSDK_API PelcoSDK::System PelcoSDK::SystemCollection::GetItemById (const unsigned long *id*) [virtual]

GetItemById retrieves a **System** given its Id.

Parameters:

<i>id</i>	const unsigned long - the system id
-----------	-------------------------------------

Returns:

System Object

virtual PSDK_API PelcoSDK::System PelcoSDK::SystemCollection::GetItemByKey (const PelcoSDK::PString & *key*) [virtual]

GetItemByKey retrieves a **System** given a key.

Parameters:

<i>key</i>	const PString & - the alias of the system
------------	--

Returns:

System Object

PSDK_API bool PelcoSDK::SystemCollection::MoveNext () [virtual]

Advances the enumerator to the next element of the collection.

Returns:

true if the enumerator was successfully advanced to the next element.

Implements **PelcoSDK::IEnumerator< System >** (p.42).

PSDK_API SystemCollection& PelcoSDK::SystemCollection::operator= (const SystemCollection & *other*)

Copies a **SystemCollection** to this **SystemCollection**.

Returns:

SystemCollection&

virtual PSDK_API void PelcoSDK::SystemCollection::RemoveAll () [virtual]

Removes all **System** Objects and devices from the cache. This method is destructive and cannot be undone.

Returns:

the number of systems that could not be removed because there are outstanding references to it (they have been marked for deletion as soon as references are released)

PSDK_API void PelcoSDK::SystemCollection::Reset () [virtual]

Sets the enumerator to its initial position, which is before the first element in the collection.

Implements **PelcoSDK::IEnumerator< System >** (p.42).

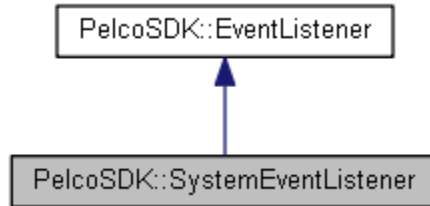
The documentation for this class was generated from the following file:

- **SystemCollection.h**

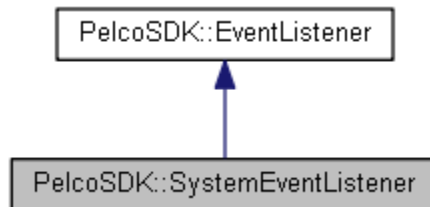
PelcoSDK::SystemEventListener Class Reference

```
#include <Events.h>
```

Inheritance diagram for PelcoSDK::SystemEventListener:



Collaboration diagram for PelcoSDK::SystemEventListener:



Public Member Functions

- **SystemEventListener** (unsigned int mask=**ETM_EVENT_ALL**)
- virtual void **Handle** (const **Event** &)=0

Additional Inherited Members

Detailed Description

Use this class when handling specific system **Events**.

See Also:

[Event.h](#)

Constructor & Destructor Documentation

PelcoSDK::SystemEventListener::SystemEventListener (unsigned int *mask* = **ETM_EVENT_ALL**)[*inline*]

SystemEventListener Constructor. Handles system specific events.

Member Function Documentation

virtual void PelcoSDK::SystemEventListener::Handle (const Event &) [pure virtual]

Virtual MUST OVERRIDE, Callback function for when event occurs. "Your" OnEvent Handler.

The event pointer passed is only valid during the call to "Handle". If needed afterwards, make a copy using "Event::Clone()".

Implements **PelcoSDK::EventListener** (p.35).

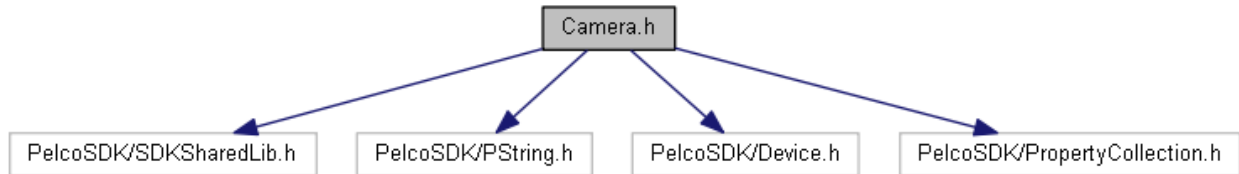
The documentation for this class was generated from the following file:

- **Events.h**

File Documentation

Camera.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"  
#include "PelcoSDK/PString.h"  
#include "PelcoSDK/Device.h"  
#include "PelcoSDK/PropertyCollection.h"  
Include dependency graph for Camera.h:
```



Classes

- class **PelcoSDK::Camera**

Namespaces

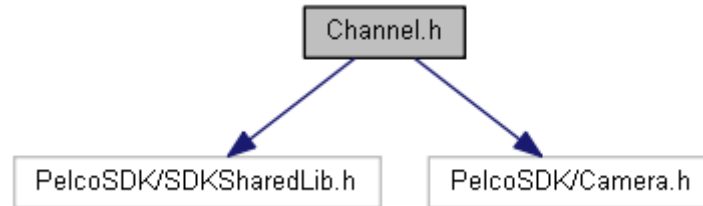
- **PelcoSDK**

Channel.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"
```

```
#include "PelcoSDK/Camera.h"
```

Include dependency graph for Channel.h:



Classes

- class **PelcoSDK::Channel**

Namespaces

- **PelcoSDK**

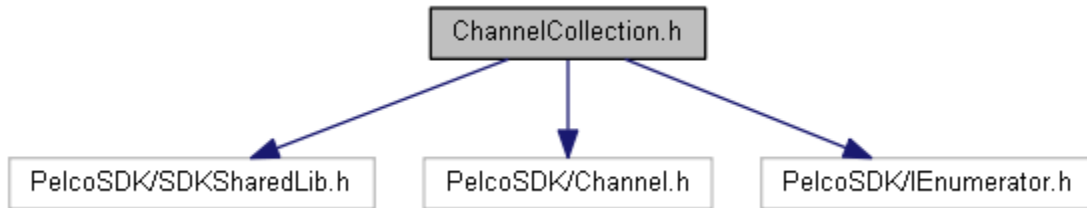
ChannelCollection.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"
```

```
#include "PelcoSDK/Channel.h"
```

```
#include "PelcoSDK/IEnumerator.h"
```

Include dependency graph for ChannelCollection.h:



Classes

- class **PelcoSDK::ChannelCollection**

Namespaces

- **PelcoSDK**

Constants.h File Reference

Macros

- #define **INVALID_SYSTEM_ID** 0
 - #define **PROVIDER_ENDURA** "pelcosystem"
 - #define **PROVIDER_ENDURA_W** L"pelcosystem"
 - #define **PROVIDER_ENDURA_BASE_SCHEME** **PROVIDER_ENDURA** "://"
 - #define **PROVIDER_ENDURA_BASE_SCHEME_W** **PROVIDER_ENDURA_W** L"://"
 - #define **PROVIDER_ENDURA_SCHEME_IP_TEMPLATE** **PROVIDER_ENDURA_BASE_SCHEME** "%s:%s"
 - #define **PROVIDER_ENDURA_SCHEME_IP_TEMPLATE_W** **PROVIDER_ENDURA_BASE_SCHEME_W** L"%s:%s"
 - #define **PROVIDER_PELCO_EDGE** "pelcoedgedevices"
 - #define **PROVIDER_PELCO_EDGE_W** L"pelcoedgedevices"
 - #define **USERNAME_PASSWORD_TEMPLATE** "%s:%s@"
 - #define **USERNAME_PASSWORD_TEMPLATE_W** L"%s:%s@"
-

Macro Definition Documentation

#define INVALID_SYSTEM_ID 0

#define PROVIDER_ENDURA "pelcosystem"

#define PROVIDER_ENDURA_BASE_SCHEME PROVIDER_ENDURA "://"

#define PROVIDER_ENDURA_BASE_SCHEME_W PROVIDER_ENDURA_W L"://"

#define PROVIDER_ENDURA_SCHEME_IP_TEMPLATE PROVIDER_ENDURA_BASE_SCHEME "%s:%s"

#define PROVIDER_ENDURA_SCHEME_IP_TEMPLATE_W PROVIDER_ENDURA_BASE_SCHEME_W L"%s:%s"

#define PROVIDER_ENDURA_W L"pelcosystem"

#define PROVIDER_PELCO_EDGE "pelcoedgedevices"

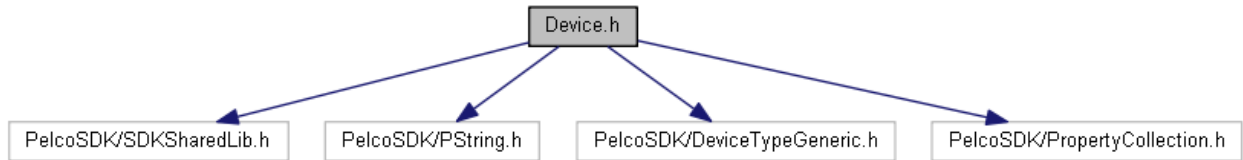
#define PROVIDER_PELCO_EDGE_W L"pelcoedgedevices"

#define USERNAME_PASSWORD_TEMPLATE "%s:%s@"

#define USERNAME_PASSWORD_TEMPLATE_W L"%s:%s@"

Device.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"  
#include "PelcoSDK/PString.h"  
#include "PelcoSDK/DeviceTypeGeneric.h"  
#include "PelcoSDK/PropertyCollection.h"  
Include dependency graph for Device.h:
```



Classes

- class **PelcoSDK::Device**

Namespaces

- **PelcoSDK**

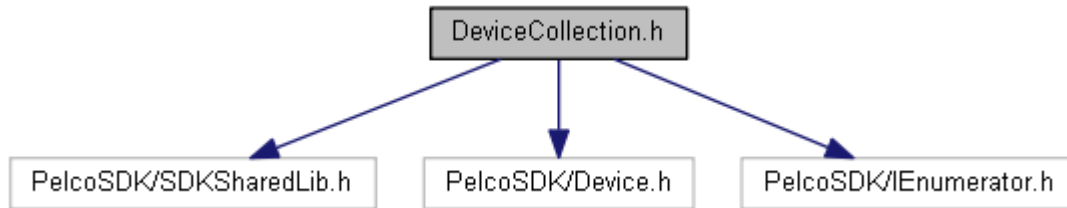
DeviceCollection.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"
```

```
#include "PelcoSDK/Device.h"
```

```
#include "PelcoSDK/IEnumerator.h"
```

Include dependency graph for DeviceCollection.h:



Classes

- class **PelcoSDK::DeviceCollection**

Namespaces

- **PelcoSDK**

DeviceTypeGeneric.h File Reference

Namespaces

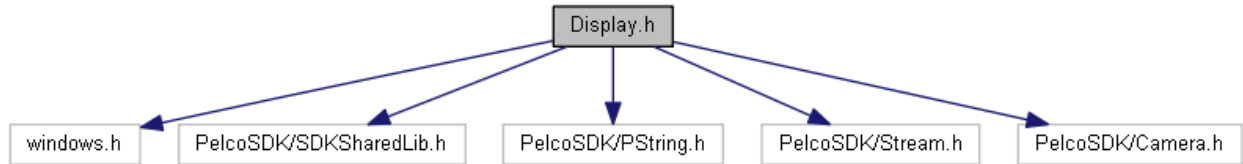
- PelcoSDK

Enumerations

- enum PelcoSDK::DEVICE_TYPE_GENERIC { PelcoSDK::UNKNOWN = 0, PelcoSDK::CAMERA = 1, PelcoSDK::ENCODER = 2, PelcoSDK::DECODER = 3, PelcoSDK::RECORDER = 4, PelcoSDK::MONITOR = 5, PelcoSDK::NETWORK_DISPLAY = MONITOR, PelcoSDK::CONTROLLER = 6, PelcoSDK::ALARM_INPUT = 7, PelcoSDK::ALARM_INPUT_COLLECTION = 8, PelcoSDK::RELAY_OUTPUT = 9, PelcoSDK::RELAY_OUTPUT_COLLECTION = 10 }

Display.h File Reference

```
#include "windows.h"  
#include "PelcoSDK/SDKSharedLib.h"  
#include "PelcoSDK/PString.h"  
#include "PelcoSDK/Stream.h"  
#include "PelcoSDK/Camera.h"  
Include dependency graph for Display.h:
```



Classes

- class **PelcoSDK::Display**

Namespaces

- **PelcoSDK**

Macros

- #define **_WINSOCKAPI_**

Macro Definition Documentation

#define **_WINSOCKAPI_**

ErrorCode.h File Reference

Namespaces

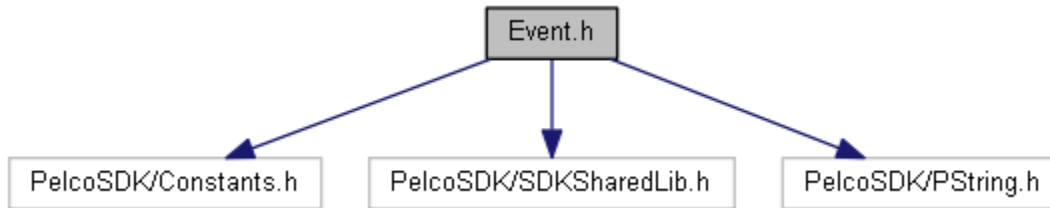
- PelcoSDK

Enumerations

- enum PelcoSDK::ErrorCode { PelcoSDK::Unknown = -1, PelcoSDK::NoError = 0, PelcoSDK::InvalidIndex, PelcoSDK::ItemNotFound, PelcoSDK::NullPointer, PelcoSDK::InternalError, PelcoSDK::InvalidArgument, PelcoSDK::InvalidCredentials, PelcoSDK::NoDataAvailable, PelcoSDK::DatabaseError, PelcoSDK::SystemError, PelcoSDK::FailedToLocatePath, PelcoSDK::EmptyOrNullObject, PelcoSDK::OverflowError, PelcoSDK::IEnumeratorError, PelcoSDK::UnknownDevice, PelcoSDK::UnknownSystem, PelcoSDK::UnknownProvider, PelcoSDK::SystemAlreadyExists, PelcoSDK::NotImplemented, PelcoSDK::FileIO, PelcoSDK::InvalidSystem, PelcoSDK::DatabaseDuplicate, PelcoSDK::NotAuthenticated, PelcoSDK::MissingCredentials, PelcoSDK::AliasAlreadyExists, PelcoSDK::SystemHasDifferentAlias, PelcoSDK::SystemProviderEmpty, PelcoSDK::DuplicateUUID, PelcoSDK::CredentialsNeededForAutodiscover, PelcoSDK::LoginFailed, PelcoSDK::InvalidDateTime, PelcoSDK::InvalidYear, PelcoSDK::InvalidMonth, PelcoSDK::InvalidDay, PelcoSDK::InvalidTime, PelcoSDK::MediaFrameworkPluginsMissing, PelcoSDK::InvalidDeviceType, PelcoSDK::FileNotWritable, PelcoSDK::StartStreamFailed, PelcoSDK::PlayStreamFailed, PelcoSDK::PauseStreamFailed, PelcoSDK::StopStreamFailed, PelcoSDK::SeekStreamFailed, PelcoSDK::NoRecordingFound, PelcoSDK::MediaNotRunning, PelcoSDK::SnapshotFailed, PelcoSDK::SetVolumeFailed, PelcoSDK::FrameForwardFailed, PelcoSDK::FrameReverseFailed, PelcoSDK::InvalidStreamStatus, PelcoSDK::InvalidCommand, PelcoSDK::RecorderDeviceNotFound, PelcoSDK::SystemUuidNotFound, PelcoSDK::SystemExistsDifferentUuid, PelcoSDK::DeviceAlreadyExists, PelcoSDK::DeviceNotFound, PelcoSDK::DeviceUnrecognized, PelcoSDK::AliasRequired, PelcoSDK::UnsupportedFeature, PelcoSDK::SystemDoesNotSupportDeviceAdd, PelcoSDK::SystemDoesNotSupportDeviceRemove, PelcoSDK::MissingIpAddressForPort, PelcoSDK::COMError, PelcoSDK::MissingIpAddress, PelcoSDK::NoProvider, PelcoSDK::ConnectFailed, PelcoSDK::SystemWasRemoved, PelcoSDK::UnsupportedStreamFormat, PelcoSDK::ConnectToSystemFailed, PelcoSDK::CannotAutoDiscover, PelcoSDK::GlobalEventListenerMisuse, PelcoSDK::InvalidEventSubscription, PelcoSDK::InitializePelcoAggregationFailed, PelcoSDK::PingFailed, PelcoSDK::InvalidDevice, PelcoSDK::InvalidFrameRate, PelcoSDK::InvalidPort, PelcoSDK::FailedToSetCameraNumber, PelcoSDK::SDKStartupFailed, PelcoSDK::SDKIsDown }

Event.h File Reference

```
#include "PelcoSDK/Constants.h"  
#include "PelcoSDK/SDKSharedLib.h"  
#include "PelcoSDK/PString.h"  
Include dependency graph for Event.h:
```



Classes

- class **PelcoSDK::Event**
- class **PelcoSDK::OnlineEvent**
- class **PelcoSDK::PropertyChangedEvent**
- class **PelcoSDK::StateChangedEvent**

Namespaces

- **PelcoSDK**

Macros

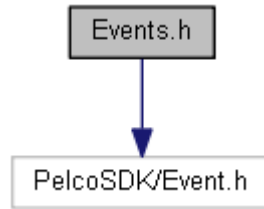
- #define **EBIT(v)** (1 << ((unsigned int) v))

Macro Definition Documentation

```
#define EBIT( v) (1 << ((unsigned int) v))
```

Events.h File Reference

```
#include "PelcoSDK/Event.h"  
Include dependency graph for Events.h:
```



Classes

- class **PelcoSDK::EventListener**
- class **PelcoSDK::GlobalEventListener**
- class **PelcoSDK::SystemEventListener**
- class **PelcoSDK::Events**

Namespaces

- **PelcoSDK**

Macros

- #define **INVALID_EVENT_SUBSCRIPTION** 0

Macro Definition Documentation

```
#define INVALID_EVENT_SUBSCRIPTION 0
```

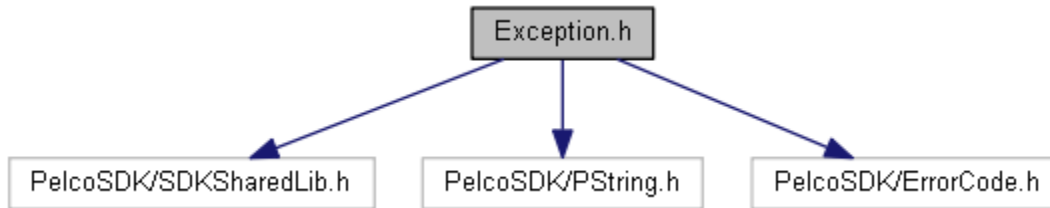

Exception.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"
```

```
#include "PelcoSDK/PString.h"
```

```
#include "PelcoSDK/ErrorCode.h"
```

Include dependency graph for Exception.h:



Classes

- class **PelcoSDK::Exception**

Namespaces

- **PelcoSDK**

IEnumerator.h File Reference

Classes

- class `PelcoSDK::IEnumerator< T >`

Namespaces

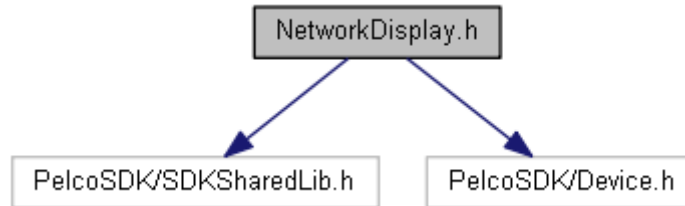
- `PelcoSDK`

NetworkDisplay.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"
```

```
#include "PelcoSDK/Device.h"
```

Include dependency graph for NetworkDisplay.h:



Classes

- class **PelcoSDK::NetworkDisplay**

Namespaces

- **PelcoSDK**

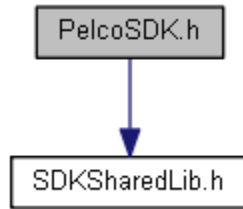
Enumerations

- enum **PelcoSDK::DISPLAY_LAYOUT** { **PelcoSDK::kDISPLAY_LAYOUT_UNKNOWN** = -1, **PelcoSDK::kDISPLAY_LAYOUT_1x1** = 1, **PelcoSDK::kDISPLAY_LAYOUT_2x2** = 2, **PelcoSDK::kDISPLAY_LAYOUT_3x3** = 3, **PelcoSDK::kDISPLAY_LAYOUT_4x4** = 4 }

PelcoSDK.h File Reference

```
#include "SDKSharedLib.h"
```

Include dependency graph for PelcoSDK.h:



Namespaces

- PelcoSDK

Functions

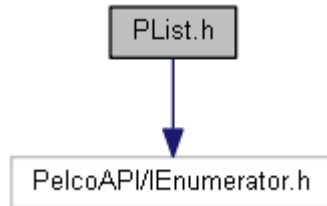
- PSDK_API void PelcoSDK::Startup ()
- PSDK_API void PelcoSDK::Shutdown ()

PList.h File Reference

```
#include "PelcoSDK/IEnumerator.h"
```

```
#include "PelcoSDK/Exception.h"
```

Include dependency graph for PList.h:



Classes

- class **PelcoSDK::PList**< T >

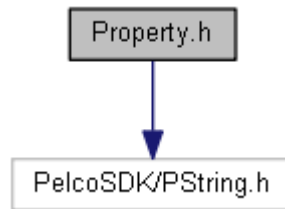
Namespaces

- **PelcoSDK**

Property.h File Reference

```
#include "PelcoSDK/PString.h"
```

Include dependency graph for Property.h:



Classes

- class **PelcoSDK::Property**

Namespaces

- **PelcoSDK**

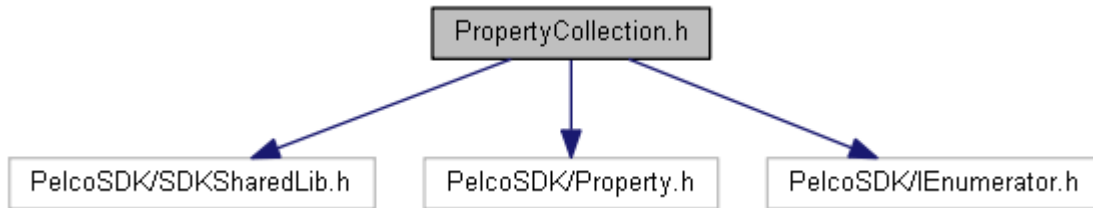
PropertyCollection.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"
```

```
#include "PelcoSDK/Property.h"
```

```
#include "PelcoSDK/IEnumerator.h"
```

Include dependency graph for PropertyCollection.h:



Classes

- class **PelcoSDK::PropertyCollection**

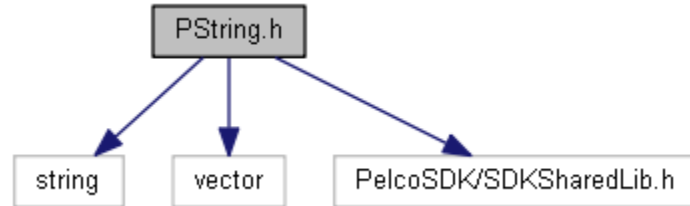
Namespaces

- **PelcoSDK**

PString.h File Reference

```
#include <string>
#include <vector>
#include "PelcoSDK/SDKSharedLib.h"
```

Include dependency graph for PString.h:



Classes

- class **PelcoSDK::PString**

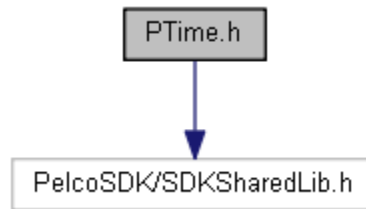
Namespaces

- **XSDK**
- **PelcoSDK**

PTime.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"
```

Include dependency graph for PTime.h:



Classes

- class **PelcoSDK::PTime**

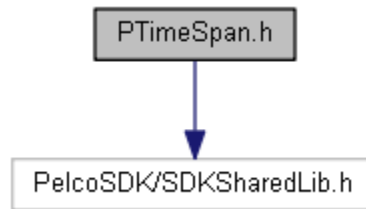
Namespaces

- **PelcoSDK**

PTimeSpan.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"
```

Include dependency graph for PTimeSpan.h:



Classes

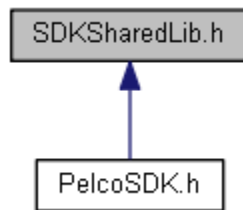
- class **PelcoSDK::PTimeSpan**

Namespaces

- **PelcoSDK**

SDKSharedLib.h File Reference

This graph shows which files directly or indirectly include this file:



Macros

- #define **PSDK_API**

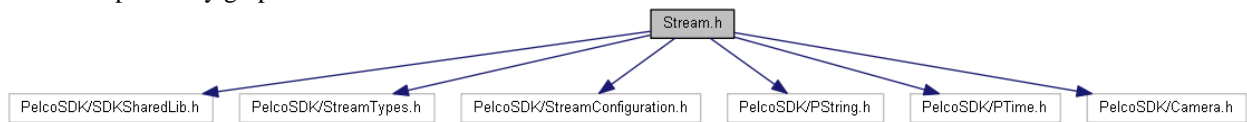
Macro Definition Documentation

#define **PSDK_API**

Stream.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"  
#include "PelcoSDK/StreamTypes.h"  
#include "PelcoSDK/StreamConfiguration.h"  
#include "PelcoSDK/PString.h"  
#include "PelcoSDK/PTime.h"  
#include "PelcoSDK/Camera.h"
```

Include dependency graph for Stream.h:



Classes

- class `PelcoSDK::Stream`

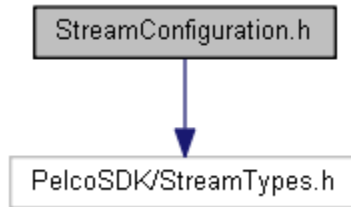
Namespaces

- `PelcoSDK`

StreamConfiguration.h File Reference

```
#include "PelcoSDK/StreamTypes.h"
```

Include dependency graph for StreamConfiguration.h:



Classes

- class **PelcoSDK::StreamConfiguration**

Namespaces

- **PelcoSDK**

StreamTypes.h File Reference

Namespaces

- PelcoSDK

Typedefs

- typedef float PelcoSDK::STREAM_SPEED

Enumerations

- enum PelcoSDK::STREAM_MODE { PelcoSDK::kSTREAM_MODE_UNKNOWN = 0, PelcoSDK::kSTREAM_MODE_LIVE = 1, PelcoSDK::kSTREAM_MODE_PLAYBACK_SEEK = 2, PelcoSDK::kSTREAM_MODE_PLAYBACK = 3 }
- enum PelcoSDK::STREAM_STATE { PelcoSDK::kSTREAM_STATE_STOPPED = 0, PelcoSDK::kSTREAM_STATE_PLAY_FORWARD = 1, PelcoSDK::kSTREAM_STATE_PLAY_REVERSE = 2, PelcoSDK::kSTREAM_STATE_PAUSED = 3 }
- enum PelcoSDK::STREAM_PROTOCOL { PelcoSDK::kSTREAM_PROTOCOL_AUTO = 0, PelcoSDK::kSTREAM_PROTOCOL_RTP = 1, PelcoSDK::kSTREAM_PROTOCOL_RTSP = 2, PelcoSDK::kSTREAM_PROTOCOL_HTTP = 3 }
- enum PelcoSDK::STREAM_DELIVERY_MODE { PelcoSDK::kDELIVER_AUTO = 0, PelcoSDK::kDELIVER_UNICAST = 1, PelcoSDK::kDELIVER_MULTICAST = 2 }
- enum PelcoSDK::STREAM_VIDEO_FORMAT { PelcoSDK::kSTREAM_FORMAT_AUTO = 0, PelcoSDK::kSTREAM_FORMAT_MJPEG = 1, PelcoSDK::kSTREAM_FORMAT_MPEG4_H264 = 2 }

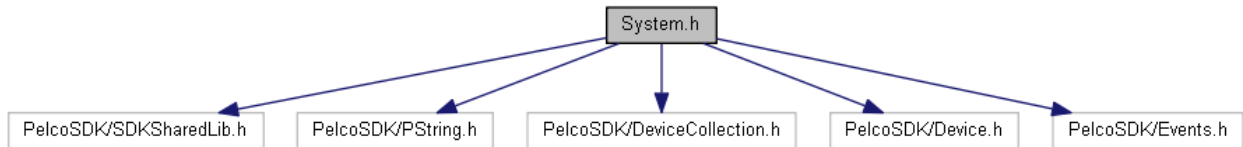
Functions

- const float PelcoSDK::kFWD_QUARTER (0.25f)
- const float PelcoSDK::kFWD_HALF (0.50f)
- const float PelcoSDK::kFWD_1X (1.0f)
- const float PelcoSDK::kFWD_2X (2.0f)
- const float PelcoSDK::kFWD_4X (4.0f)
- const float PelcoSDK::kFWD_8X (8.0f)
- const float PelcoSDK::kFWD_16X (16.0f)
- const float PelcoSDK::kFWD_60X (60.0f)
- const float PelcoSDK::kFWD_120X (120.0f)
- const float PelcoSDK::kFWD_300X (300.0f)
- const float PelcoSDK::kREV_QUARTER (-0.25f)
- const float PelcoSDK::kREV_HALF (-0.50f)
- const float PelcoSDK::kREV_1X (-1.0f)
- const float PelcoSDK::kREV_2X (-2.0f)
- const float PelcoSDK::kREV_4X (-4.0f)
- const float PelcoSDK::kREV_8X (-8.0f)
- const float PelcoSDK::kREV_16X (-16.0f)
- const float PelcoSDK::kREV_60X (-60.0f)
- const float PelcoSDK::kREV_120X (-120.0f)
- const float PelcoSDK::kREV_300X (-300.0f)
- const float PelcoSDK::kDEFAULT_FRAME_RATE (1.0f)
- const float PelcoSDK::kMAX_FRAME_RATE (30.0f)

System.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"  
#include "PelcoSDK/PString.h"  
#include "PelcoSDK/DeviceCollection.h"  
#include "PelcoSDK/Device.h"  
#include "PelcoSDK/Events.h"
```

Include dependency graph for System.h:



Classes

- class **PelcoSDK::System**

Namespaces

- **PelcoSDK**

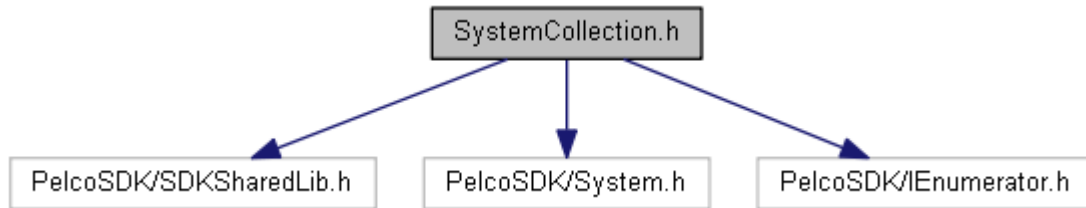
SystemCollection.h File Reference

```
#include "PelcoSDK/SDKSharedLib.h"
```

```
#include "PelcoSDK/System.h"
```

```
#include "PelcoSDK/IEnumerator.h"
```

Include dependency graph for SystemCollection.h:



Classes

- class **PelcoSDK::SystemCollection**

Namespaces

- **PelcoSDK**

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